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KONAMI

Ys

THE ARK OF NAPISHTIM

OFFICIAL STRATEGY GUIDE

By Rick Barba
& Beth Hollinger



This game has received the following rating from the ESRB:

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TEEN
CONTENT RATED BY ESRB

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM



OFFICIAL STRATEGY GUIDE

By Rick Barba & Beth Hollinger

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Part I: The Basics



Introduction

Welcome to the official strategy guide for Ys: The Ark of Napishtim. This book assumes you've read the game manual and are familiar with the game's basic controls. Our purpose is to enhance your gameplay experience, so let's get right to it, shall we?

Part I provides an overview of important game elements and offers some general advice. We profile the characters and expand upon some of the key features of Ys: The Ark of Napishtim.

In Part II, we give you a detailed, step-by-step walkthrough of the full game played in Normal mode. Our solution path includes the handful of Side-Quests that branch off from the main storyline and earn you valuable rewards.

Parts III and IV feature tables, charts, and lists of all the major elements of Ys: The Ark of Napishtim. Here you'll find data on weapons, armor, shields, tools, accessories, and enemies. We also give you some info on a "fast-track" path through the game and review its Time Attack Mode—timed Boss battles available after you beat the game the first time.

The Characters

Adol Christin

Also known as Adol the Red, this young adventurer is your character in the story. After a narrow escape from Romun imperial troops under Admiral Agares, he ends up on the pirate ship Tres Mares. But the Romun Fleet overtakes the vessel and blasts Adol into the sea. He washes ashore on an island beach... and thus the game begins.





Olha

Along with her sister, Isha, Olha is the latest in a long line of priestesses of the Rehdan tribe. She is young and still learning, but she proves a key ally at critical moments in the story. We first meet her as she plays the Rehdan flute, a talent that ultimately proves more than just purely musical.



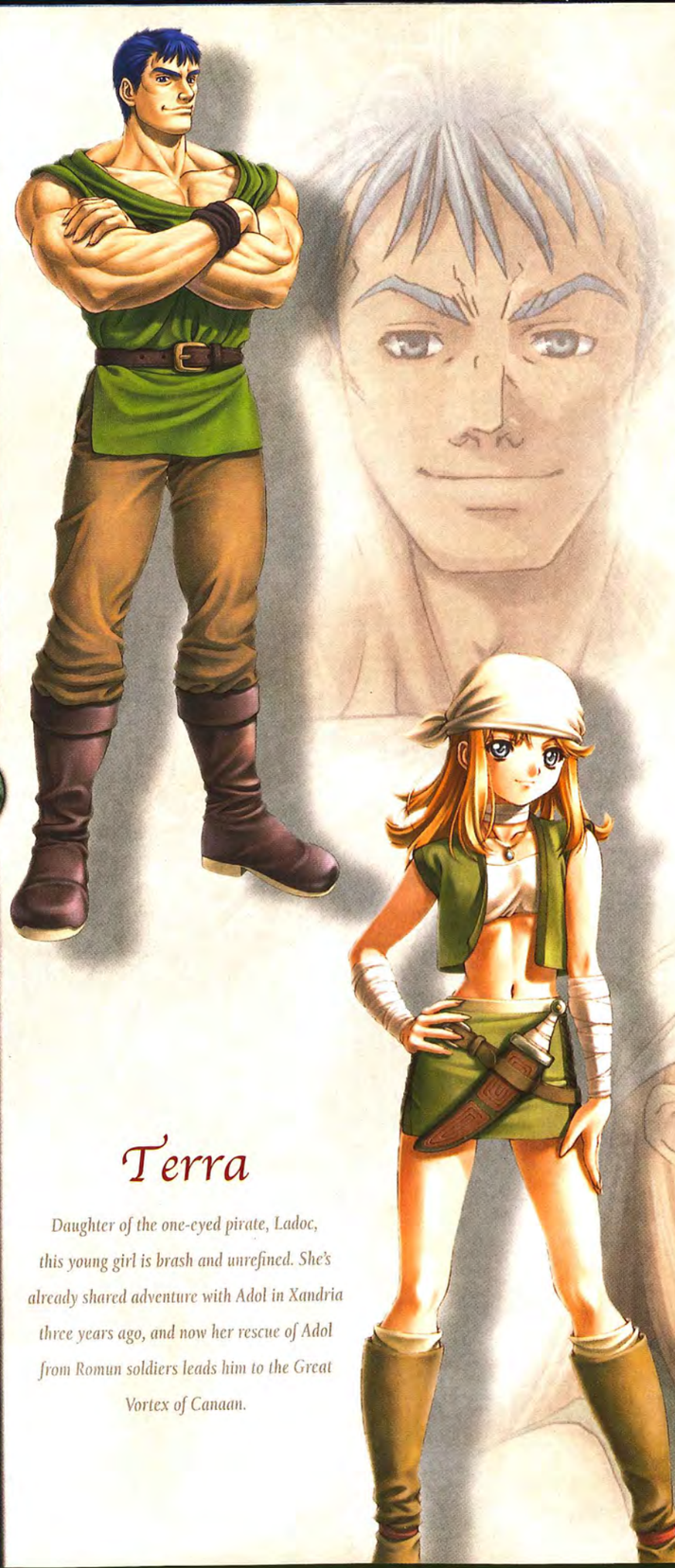
Isha

Although quite young, Isha displays powers of vision that even her older sister, Olha, does not. The bloodline of Alma and her Rehdan priestesses is strong in this girl. Despite the monsters that roam the Woods of Quatera, she seems to move freely and fearlessly about the island.

Geis

Adol crosses paths several times with this mysterious dark mercenary with a deadly halberd and a shadowy purpose. His disdain for "outsider meddling" is strong and repeatedly expressed. Could it be that both Adol and Geis seek the same thing, although from different perspectives?





Dogi

Adol's sidekick, Dogi, is as loyal as they come, but the two are separated by the Romun attack in the game's opening sequence. His physical strength is legendary; it is said he can break a brick wall with his bare fists.

Terra

Daughter of the one-eyed pirate, Ladoc, this young girl is brash and unrefined. She's already shared adventure with Adol in Xandria three years ago, and now her rescue of Adol from Romun soldiers leads him to the Great Vortex of Canaan.

Captain Ladoc

The pirate captain of the Tres Mares, Ladoc seeks the legendary treasure said to be hidden at the heart of the Great Vortex. Thus his vessel transports Adol to the setting of the story. But what happened to his ship during the Romun Fleet's attack?





Ernst

This Romun officer ostensibly reports to the oafish Admiral Agares, and leads the Romun Fleet in its pursuit of the Tres Mares. But his intense interest in the Rehdans and their island of Quatera seems to suggest an agenda of his own.

Admiral Agares

Bombastic commander of the Romun Fleet, Agares is a vain man with decidedly decadent tastes. Fond of banquets and fineries, the admiral also keeps a secret "passenger" in the deepest hold of his flagship.

Chief Ord

Powerful tribal leader of the Rehda, Ord is wary of "Eresians" who come from afar and end up cast ashore in the Canaan Island chain by the Great Vortex. His two nieces, Ohla and Isha, are priestesses in the bloodline of Alma, the mother of their tribal religion.

Professor Raba

Another old acquaintance from Adol's earlier adventures, the scholarly old professor is an expert on the ancient civilization of the Eldeen that produced the Ys Kingdom. His knowledge will prove vital to your pursuits.

Ur

Son of Chief Ord, this young Rehdan is now an apprentice of Professor Raba and lives in the human town of Port Rimorge on Canaan Island. An adventurer in the making, Ur is driven by a curiosity that sometimes leads him to trouble.

Baslam

An Altago merchant with a well-honed business sense, Baslam is the founder of both Port Rimorge and his seemingly omnipresent Baslam Trading Company. Although commerce is his only religion and creed, he understands the value of good relations with neighbors, and he has no love for the Romun Empire. His desire to disable the Great Vortex (for trade purposes, of course) leads to unexpected consequence.



Cheats

We know what you want first. Here it is: a list of cheat codes you can enter when you select the Cheat option. In the Cheat Room, use your sword to whack the colored password crystals in the order listed in the code. Then perform a Downward Thrust on the center platform to complete the sequence.

HOW TO ENTER CHEAT CODES

1. Select New Game.
2. Select Cheat to enter the Cheat Room.
3. To activate Cheat Mode, strike the colored crystals in this sequence: Red, Blue, Yellow, Red, Blue, Yellow. The sequence appears at the top left as you strike each crystal.
4. Perform a Downward Thrust strike on the center pedestal to complete the code and activate Cheat Mode.
5. You can now use the same method to enter one of the cheat codes listed below, then exit the Cheat Room.
6. The game selection buttons are now red. Games saved with the Cheat Mode enabled will appear in red.

CHEAT CODES

START COMMAND NAME	R:RED B:BLUE Y:YELLOW COMMAND (ENTER LEFT TO RIGHT)	DESCRIPTION
CHEAT START	R1B1Y1R1B1Y1	Cheat Mode on.
CLEARFLAG	R4B4Y4B2Y2R2	Turns on all special features normally available only after you've completed the game once—Nightmare Mode, Time Attack, and Red Spirit Monuments. **Note:** When enabled, Red Spirit Monuments appear after you reach Port Rimorge. They allow you to warp between the Rehdan Village and Port Rimorge monuments to save travel time.
PS2 VERSION MODE EN/JP	Y1R4B1	Arranged Mode (English Text/Japanese Voice)
PC VERSION MODE EN	Y2R2B1	Original Mode (English, Anime mode)
PC VERSION MODE EN/JP	Y2R4B1	Original Mode (English Text/Japanese Voice, Anime Mode)
OLHA HARD JP	R5B3Y1R1B2Y3	Olha demo after clearing Time Attack on Hard (Japanese)

ALTERNATE ENDING MOVIES

PS2 Version Ending

In the Rehdan Village (Festival at Night): Toksa and Nahrya look toward Adol as he walks by.

At the Entrance of the Village: Isha runs toward the back, then returns.

On the *Tres Mares*: The cat is on the front of the ship.

PC (Anime) Version Ending

In the Rehdan Village (Festival at Night): Toksa and Nahrya do not turn to Adol.

At the Entrance of the Village: Isha continues on to the back

On the *Tres Mares*: The cat is sitting in a different part of the boat.

Ending Change Criteria

Direction Calman is facing: Faces Adol if he has gotten the Gold Locket.

Number of Pikkards: Found all four pickards and returned them to Emilio.

BONUS SECRETS

Boss Rush Secret Ending

Beat Majunun in Boss Rush (Time Attack Mode) and a ripple will appear in the top-left or top-right corner of the screen. Step into the ripple and you'll be transported to Moonset Shore with Olha in a bikini. (She says different things, depending on the difficulty level.)

Nightmare Bonus

Beat Nightmare Mode and you'll get a screenshot of Crevia surviving the fall of Napishtim.

Introduction
Characters
How to Play

Leveling Up



Ys: The Ark of Napishtim is one game where leveling up is an extremely important exercise. It's sometimes amazing how much difference one level up can make against certain enemies. Good preparation makes the brutal Boss fights much easier and less frustrating.

So if you remember only one thing from this chapter, let it be this: *Whenever you seem stymied by foes too tough to handle, go back to the last area you cleared and defeat easier enemies for EXP until you level up.* Then return and take another crack at the tough guys.

Using Items & Accessories

THE TOOL HOLDER

The "tools" carried in your Tool Holder are actually the health-related items that help keep you alive when there's no Spirit Monument in the vicinity. You can equip only one Tool at a time. We strongly suggest you keep a recovery item in the Tool Holder slot at all times, so that a quick punch of the Triangle button gives you an infusion of HP.



(For a complete rundown of the Tools available in the game, check out the Items section in **Part III: Data**.)

THE ACCESSORY HOLDER

Here's where you equip items that enhance your basic skills and abilities. Accessories can give you added protection, potency, immunity, or Luck. They can also increase the rate that you acquire what you need—Gold, Emel, MP, HP, or EXP. You start with just one slot in your Accessory Holder, but during the game you can find item chests that add more slots, up to a total of five.



Emel Accessories

Later in the game, you can challenge a series of three "Sub-Bosses" in optional combat. Defeating them gives you three fabulous accessories made of pure Emel which, when equipped, enhance your stats considerably.



It's important to remember that you can open your Camp Menu and switch out accessories *at any time* except during a Boss or Sub-Boss battle. Take advantage of this! Match accessories to your current situation. If you're in a cave full of poisonous Green Dollons, make sure you've got the Silver Armlet in your Accessory Holder to negate the Poison status effect.

Note also that certain accessories make good "slot partners." For example, the Heavy Belt gives you a mighty DEF+6 boost, but its weight afflicts you with the Slow status. If you pop the wind-blessed Sylphen Boots into another Accessory Holder slot, however, you negate the belt's Slow effect—plus you counter any effects from Slow-inducing beasts to boot.

(For a complete rundown of the Accessories available in the game, check out the Accessories section in **Part III: Data**.)

EVENT ITEMS

Adol can acquire or receive several special items during his adventure in the Canaan Islands. Some of these "Event Items" are helpful tools, such as the Wing of Alma or the Canaan Islands map you receive from Professor Raba early in the game. Some serve as items of exchange in the story's several Side-Quests. Other Event Items, however, trigger crucial plot points and are essential to the main story's advancement.



COUNTERING ABNORMAL EFFECTS

In the course of your explorations, you will come across various creatures that inflict "abnormal status effects" that can hamper or even hurt your character. Here's a look at the four abnormal effects and how to counter each with tools or accessories.



Poison

Poison subtracts HP from your health bar bit by bit over a set period of time. Fortunately, the Poison effect will never drop your health all the way to zero. When Adol is poisoned, bubbles appear over his head.

Tool Items that Counter Poison: Kamio Flower, Limurian Mushroom

Accessories that Prevent Poison: Silver Armlet, Winged God Emblem

Slow

Slow does just what it says, slowing Adol to a lumbering walk and hindering his jump strength, as well. When Adol is slowed, rings appear circling him. Slow wears off after a few seconds.

Tool Items that Counter Slow: Oroi Fruit, Limurian Mushroom

Accessories that Prevent Slow: Sylphen Boots, Winged God Emblem

Confusion

Confusion is a truly confusing state, forcing Adol to run in the opposite direction from the way you push the Left Analog Stick or Directional buttons. He can still attack and jump normally. When Adol is confused, yellow stars whirl around his head. Confusion wears off after a few seconds.

Tool Items that Counter Confusion: Oroi Fruit, Limurian Mushroom

Accessories that Prevent Confusion: Runed Earring, Winged God Emblem

Curse

Curse reduces your attack (STR) and defense (DEF) strength until you remove the effect with an item or accessory; it does not wear off with time. When Adol is cursed, a rotating skull appears over his head.

Tool Items that Counter Curse: Oroi Fruit, Limurian Mushroom

Accessories that Prevent Curse: Magic Talisman, Winged God Emblem

Emelas Swords



Adol uses only three swords in the game, but they're wonderful weapons with multiple characteristics. Livart is the blue, single-edge Wind Sword; Blirante is the red, double-edge Fire Sword; and Ericcil is the yellow Lightning rapier. Each sword has a unique skill and magic associated with it.



Sword Practice

When fighting lesser enemies, practice quick-switching your Emelas swords by using the L1 button and then triggering each sword's Sword Magic attack with ◉. Speed in launching consecutive Sword Magic attacks will pay off when you face big Bosses later in the game.

SWORD SKILLS

Each sword has a special Sword Skill triggered by a special sequence of button presses:

Livart: If you punch ▣ three times quickly, Adol performs a three-swing combo attack. If Livart's Wind Sword Skill is active, you can add whirling attacks by pressing ▣ again right after you complete the combo. As your sword level increases, you can add as many as five of these swirling strikes to the end of a three-swing combo, making a total of eight straight hits!

Blirante: The Flame Sword Skill is nice for keeping certain foes at arm's length. To trigger it, you simply press and hold ■ for a second. After a short delay, the sword shoots out a quick flame shot in the direction you're facing. A good target example would be the nasty, electrified Bholgillum in the Northwest Woods of Quatera. When the Bholgillum is sparkling with electricity, any direct contact with the beast jolts you with damage and possibly Confusion. But if you use the Flame Sword Skill, you can nail the Bholgillum without making contact.

Ericcil: To trigger Ericcil's Thunder Sword Skill, just keep pressing ■ repeatedly and very rapidly 11 times. On the eleventh button-press, Adol performs a quick, dashing forward sword thrust. This thrust actually propels Adol low and just above the ground, so it can be used as a "jump" in certain situations (as explained in the following TIP).

Thunder Jump

Ericcil's Thunder Sword Skill not only skewers the enemy, but also becomes the only way to access a secret chamber in the Ruins of Amnesia during the game. A low wall prevents a regular jump or Dash-jump to a platform leading into a secret alcove in the "Broken Walkway" area, so only the Thunder Sword Skill can propel you across the gap.

SWORD MAGIC



Livart unleashes a blue tornado called *Maelstrom.*



Blirante shoots a fiery blast called *Explode.*



Ericcil fires an auto-tracking lightning bolt called, surprisingly enough, *Lightning.*

Each sword has a special magic attack you can activate if the sword's MP gauge (the round gauge in the lower left corner of the screen) is full. To trigger the attack, just press ●. Sword Magic is *very* powerful; the higher your sword's level (from 1 to 11), the more powerful its magic attack.

Sword Magic is very useful if you're surrounded by a swarm of regular foes. But against Boss or Sub-Boss enemies, Sword Magic is almost essential. It will be *very* difficult (although not entirely impossible) to defeat some of the tougher Bosses in the game without using your Sword Magic attacks.

How the MP Gauge Works

Until a sword reaches level 8, its MP gauge is refilled by defeating enemies and taking damage. Important: *A sword's MP gauge does not refill when that sword is not equipped.* The MP boost you get from fighting only applies to the currently equipped sword.







When a sword gets upgraded to level 8, the MP gauge auto-refills gradually—but again, *only while that sword is equipped.* The auto-refill function halts for any unequipped sword.

MP Gauge Boosters

The Eldian Orb is a valuable accessory that speeds up the MP gauge refill rate when equipped. You'll find it tucked in a secret alcove in the Ruins of Amnesia; unfortunately, the item chest is guarded by perhaps the most fearsome monster in the game, the Majunun. You can nab the orb with some fancy footwork, however. (See the **Ruins of Amnesia** section of our walkthrough.) The Emelas Shield also provides the same MP gauge recovery boost, but you won't find it until late in the game, in the Ruined City of Kishgal.

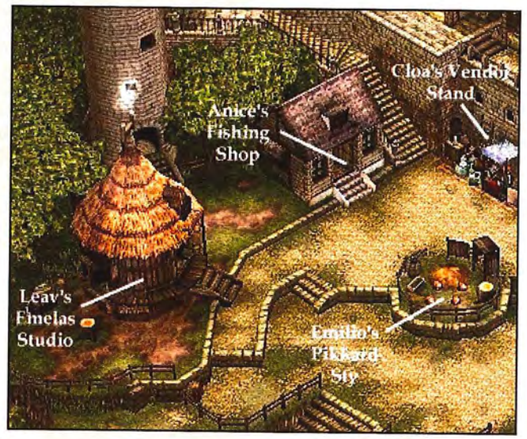


One Tool item gives a powerful MP boost, too. A vial of Capla Water provides 100 percent restoration of *all* MP gauges—that's right, it fully restores the MP gauges for all three swords! Capla Water also recovers full HP and cures all abnormal effects. Good stuff, wouldn't you say? However, Capla Water is rare in the Canaan Islands, so we recommend stockpiling it for use against the final Bosses of the game.

THE EMELAS STUDIO

You cannot win this game without leveling up your swords whenever you gather the necessary quantity of Emel stones to do so. Head to Leav's hut in Port Rimorge to improve swords or, if you're still short on Emel, to see how much more Emel you need. The upgrade process is simple and easy to do.





Shields & Armor

Shields and armor boost your DEF stat, making it harder for foes to hurt you. As you proceed through the game, you discover new armor and shields in various item chests. You can also upgrade to better defense equipment in Rose's Shop in Port Rimorge, but it will cost you Gold.





Shield Plus

The Galba Shield offers DEF+30, plus adds a SR+5 boost. The Emelas Shield obtained late in the game gives you a DEF+40 upgrade plus increases MP gauge recovery.

Special Attacks

The manual does a fine job of describing the special attacks you can perform with your sword, including the Wind, Flame, and Thunder Sword Skills that come as you level up your swords. Here are just a few additional notes on these sorts of attacks.

UPWARD THRUST



Use this attack to nail flying foes or strike at the face and/or belly of tall Bosses. When this attack is executed properly, Adol leaps up and performs a 360-degree swing of his sword at the apex of the leap. The hit inflicts more damage than a regular strike.

The timing is fairly easy to master. Although it requires two separate key presses, ✕ to jump and then ■ as you rise up, you can simplify it to one thumb mash. Just leave your right thumb lying lightly over both buttons, then press down hard with the center of your thumb on ✕ and "roll up" the thumb to its tip, thus pressing ■ in the same quick motion.

DOWNWARD THRUST

This strike is one you'll use many, many times in the game. The jump allows you to avoid any attack your enemy might launch, and the landing strike deals out multiple hits. It's a great way to attack slow-moving or stationary targets, such as the Bholgs and Refuas on the Canaan Plain. It can also be the only way to damage foes invulnerable to regular strikes. The spinning Archis in the Ruined City late in the game is invulnerable to ground-level strikes while it spins, but a good Downward Thrust always hits home.



DASH SLASH

This quick-strike move can knock enemies into the air, delaying their counterattack and thus giving you a big advantage in a fight. Again, check the manual for a good description of the technique and how to trigger it. The button-press timing can be very tricky. Remember that you must *completely release* the Directional button before you quickly press ■, or else a Dash Slash cannot be triggered.

THE CRITICAL HIT

Every blow you land with your sword has a percentage chance of being a Critical Hit—a kind of "super-hit" that inflicts about twice the damage of a regular hit. In the game, this percent is called Luck—the higher your Luck stat, the greater the chance that any blow will be a Critical Hit.



Lucky Charms

Two accessory items in the game, the Lucky Silver Coin and the Emelas Crown, can increase your Luck when equipped in your Accessory Holder.

The Difficult Dash-Jump

Several areas in the game demand good jumping skills to navigate. With a little practice, you can quickly master the basic jump. But *much* more difficult to master is the tricky "Dash-jump" required to access certain areas that you can't reach with a regular jump. In fact, we found the Dash-jump the most difficult maneuver to consistently perform in the game.



The manual describes the Dash-jump as a Dash-slash move with a jump added at the end. But this doesn't give full weight to the tight, sensitive timing required in hitting the three keys properly. Here's a technique that works for us.

First, lay your right thumb over the top of both the ■ and ✕ buttons without pressing. Use your left thumb to press and then *completely release* the Directional button that corresponds to the direction you wish to Dash-jump. The split-second after you *completely release* the Directional button, mash down *hard* on the ■ and ✕ buttons, putting the initial pressure on the tip of your thumb so that the ■ button presses down just barely before the ✕ does.

Okay, it sounds crazy, but believe us, this technique really works. We suggest you consider the last two key presses (Attack and Jump) of the Dash-jump as essentially a single thumb press.

Combat Tips

IF A FOE IS TOO TOUGH, RUN AWAY AND LEVEL UP.

As we mentioned earlier, the difference of a single level up or down, whether Adol or his swords, can be significant against certain foes. If a monster seems particularly tough and resistant to your attacks, you may not have enough experience to challenge it yet. Retreat and find some easier enemies to beat up for EXP and level up, or head to the Emelas Studio in Port Rimorge to upgrade your swords if you've got enough Emel. Then return and challenge the tough monster again.

This is not always true, however. Sometimes what you lack is a specific accessory that negates an immunity in a certain type of enemy.



TRY DIFFERENT STROKES FOR DIFFERENT FOLKS.

Most monsters can be skewered head on with a good old-fashioned swing of the sword. But some foes have characteristics that make head-on attacks inefficient or downright ineffective. If your sword isn't landing good strikes on a targeted enemy, try attacking from another angle or launching one of your special attacks.

For example, a buzzsaw beast known as the Varian can't be hurt from the front, but is vulnerable from behind. And the spinning Archis is invulnerable when spinning unless you jump over it and drop in a Downward Thrust special attack.

In general, if you're having trouble with a certain type of enemy, try something different! This may *seem* like obvious advice, but some players lock into a way of playing without exploring all of the movement options the game gives them. On the other hand, if you've tried every type of attack available and you still can't knock much HP out of a foe, you probably need to go away, level up once or twice, and then come back later.



MASTER THE DOWNWARD THRUST.

The game manual mentions this in its "Quest Hints" section, but it's important enough to reiterate here. When you connect with your Downward Thrust attack, you score consecutive hits on a foe. Not only that, but if you jump over an entire clump of enemies and Downward Thrust, you score hits on all of them! It's a great attack to use when you find yourself surrounded or facing a swarm of ground-based enemies. (Obviously, it doesn't work against flying foes.)



Other Tips and Hints

USE THE WING OF ALMA TO ESCAPE "DUNGEONS."

In gamer parlance, a "dungeon" is any enclosed area with multiple rooms—often a maze, and usually underground. In *Ys: The Ark of Napishtim*, you find yourself wandering through labyrinthine underground caves and ruins several times. But after you obtain the Wing of Alma early in the game, you have a magical way out. Just open the Camp Menu and select Use, and then highlight the Wing of Alma in your Event Item inventory and choose "Escape." The Wing teleports you to a Spirit Monument at the entrance of the current dungeon area.



VISIT CREVIA REGULARLY!

Alma's Trials can be very lucrative for you. Each of the five corridors offers you a choice of rewards if you complete the trial successfully—Emel, Gold, or enough experience to reach the next EXP level. The experience boost is good, and Gold is always nice, but our favorite choice is the Emel reward. A sword upgrade is always a powerful option, so an Emel infusion is extremely valuable.



CONSUME HEALTH ITEMS WISELY.

Don't waste the HP that recovery items can give you! When you consume a health item, you use it up regardless of how much HP you actually gain in the process; you cannot store HP gained that exceeds your MaxHP number.



For example, if you consume a Blue Potion (which can restore up to 300 HP) when your MaxHP is 300 and your HP meter is at 200 HP, you gain only the 100 HP it takes to max out your HP meter to 300 again. The other 200 HP of recovery that you *could have* gained from the Blue Potion is lost. A better plan, of course, is to use a less potent recovery item—an Herb, for example, which would give you 100 HP of recovery, the exact amount you need, none wasted!

Part II: Walkthrough

Pirate Ladoc, a powerful man with an eye-patch, and a hooded accomplice enter a waterfront tavern. They seek "the red-haired Adol," looking for a partnership in adventure. But a squad of Romun soldiers breaks up the meeting "in the name of Admiral Agares"—they too seek Adol, but for arrest, not adventure.



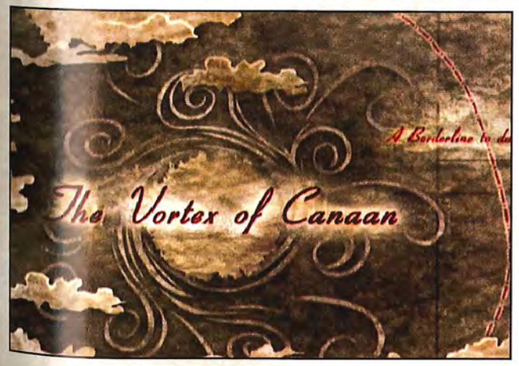




The two strangers help Adol and his friend Dogi escape, leading them to their ship, the *Tres Mares*, to set sail. Out at sea, the hooded one reveals her identity; she is Terra, a girl who shared an adventure with Adol in Xandria three years ago. Meanwhile, her father, Ladoc, sets a course for the Giant Vortex of Canaan, where legend says a treasure of unimaginable worth can be found.











Suddenly, a fleet of powerful Romun battleships overtakes the vessel and opens fire with deadly cannons. The attack knocks Adol overboard…



That evening, two Rehdan sisters linger on a moonlit beach of Quatera Island. One plays a flute, and the other enjoys the music with her unusual, exquisite ears. Something out in the water attracts their attention… and thus begins *Ys: The Ark of Napishtim*.



Rehdan Village

Adol washes ashore near a settlement. The two sisters, Olha and Isha, find him on a beach, and Olha runs for help. As young Isha watches over the unconscious "Eresian," a disturbing vision flashes before her eyes.





NEW ENEMIES

None

CHIEF ORD'S HOUSE

Priestesses Room







Adol awakens to the sound of a man's deep voice—Chief Ord, head of the Rehda Tribe and uncle to Olha and Isha. Ord is a sage, warrior, and hunter. Olha and Isha are tribal priestesses. The Chief explains that he's had problems with the Eresians lately.

Adol slips back into healing sleep. Later, he awakens again to see the young girl Isha watching over him; she returns his equipment and then runs off. This is where you take control of Adol. Exit the room via the door to the southwest into a central hallway.



Central Hallway

Go through the north doorway into the garden.



Garden

Climb the steps to trigger an encounter with Olha, who prays at a rock altar in a lush garden. She is pleased by your quick return to health and offers to answer questions. Ask everything!





Doublespeak

Most NPC characters you meet will have at least two sets of responses to queries. Always speak at least *twice* to everyone you meet.

VILLAGE



You learn the Rehda have dwelt on the Canaan Islands since ancient times, and they call all outsiders "Eresians." The Canaan Islands are a chain of three islands located inside the Great Vortex. The heavily wooded island where the Rehda live is called Quatera Island. The plains and mountains of Canaan Island lie to the northeast, where you can find a stone settlement, Port Rimorge, founded by Eresians. Finally, Olha describes Zemeth Island in the inland sea, home to ancient ruins.



Select "Stop talking" to learn that Olha's uncle Ord is at the suspension bridge to the northeast. Exit the garden into the central hallway, and then continue south to exit the house.



Let's move methodically through the village, shall we? (This is the only time in this walkthrough that we'll guide you through every conversation. In general, talk to everyone, always twice!) First, approach the purple-haired Rehdan pacing the area just outside Chief Ord's house and press ■ to trigger a conversation. Silva is a somewhat unfriendly warrior who says he carried you up from the beach. Talk to Silva again to learn that someone named Largo also helped transport you.



Continue down the steps to the next level of the village. Talk twice to a young Rehdan woman named Milca standing on the porch of a hut on the west side of the path. She says her strict granny is the oldest person in the village. Enter the hut behind her.

Rehdan Village
Woods of Quatera
Mythos Path
Port Rimorge
Canaan Plains
Grana-Vallis
Ruins of Amnesia
NE Quatera
Limewater Cave
Cave Lake
Imperial Fleet
Kishgal
Napishtim

Be Chatty

Talk to everyone you meet! Sometimes good info flows from seemingly unlikely sources.

Attli's Hut

Talk twice to the elderly woman at the table. Attli isn't very welcoming, and doesn't approve of a priestess treating an Eresian. She promises stern words for Ord next time she sees him, and then orders you to leave immediately. But first talk to Rakche, the pacing girl. She's Milca's twin sister, and her reaction to Adol is quite different from Attli's! Exit the hut.





Proceed southward down the next steps and talk twice to Nahrya, who stands near the next hut on the east side of the path. Nahrya warns you that strange things have been happening lately. Enter the hut behind her.

Toksa's Hut

Talk to Toksa, the tipsy fisherman across the room. Toksa is "having a cup" and wonders at Adol's red hair. He's friendly enough, but exit the hut and follow the path down to the next hut to the southeast.



Wenuca's Hut



Talk to the blue-haired woman, Wenuca. She's disgusted by your presence! The old man, Mannan, is more reasonable, but only slightly. Exit and descend steps to the lowest level of the village.

Talk to Seblo, the large warrior standing near the wall. He doesn't think well of Eresians, but admits it's not your fault. The Rehdans have had many problems with other Eresians living here. Next, talk to Lolo, the hyperactive kid pacing nearby. He doesn't have much to say. Finally, enter the hut just to the west.

Sola's Hut

Talk to Sola, the woman by the fire. She's surprised that Chief Ord allowed Adol's stay in the village. Talk to the little girl, Noi. She asks if you're a friend of "Sir Kevin," another Eresian. No, not yet—but let's go outside and meet that fellow next. Exit the hut.



Sir Kevin, the Goods-peddler



Walk out onto the pier extending west near Sola's hut. Talk to the gentleman at the end of the dock. He introduces himself as Sir Kevin, a non-Rehdan who also washed ashore like Adol. Kevin is a goods-peddler from the neighboring island of Canaan.

If you talk to Kevin a second time, you get a Choose menu. You can select "Shop" to open a new screen that enables you to buy and sell goods. You have no Gold, so you can't make any purchases yet, nor do you have anything to sell, so select "Leave" to exit the Shop screen. Then select "Stop talking" and exit the pier.

Window Shop

Lack of Gold shouldn't stop you from perusing the wares available at any shop. Note the prices so you can return for useful items and equipment when your purse is sufficiently full.





Head for the southern exit from the village to see Isha; the little girl runs from Adol. Clearly, the vision she saw hovering over Adol on the beach has frightened her. Follow her south into the Woods of Quatera.



Woods of Quatera

The woods and meadows surrounding the Rehdan Village harbor some hostile flora and fauna, plus a couple of item chests. Prepare to put your Long Sword to good use. And be ready for your first Boss fight.

NEW ENEMIES

Quia



Bholg



Refua



Adamus



Seto



CLEARING (SPIRIT MONUMENT)



Continue south into a small clearing where a Rehdan warrior stands by a totem pole. Nearby, a blue monument glows. Talk to the warrior. His name is Largo, the other fellow who helped carry you up from the beach to the village. Speak to him a second time to get a Choose menu. Largo is a veritable font of knowledge and advice. Ask him everything to get a load of good info.

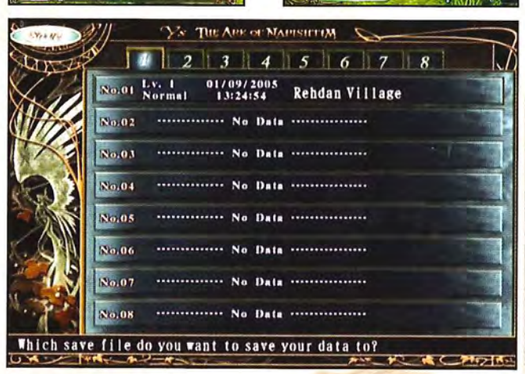




Largo advises that you should avoid the northwest part of the Woods of Quatera, where a brutal beast roams (this is very good advice). He also tells you about the Spirit Monument, one of many scattered throughout the Canaan Islands. Touching a Spirit Monument confers 100 percent healing on Adol. You can also save your game by pressing ■ when Adol stands within the blue aura of the monument.



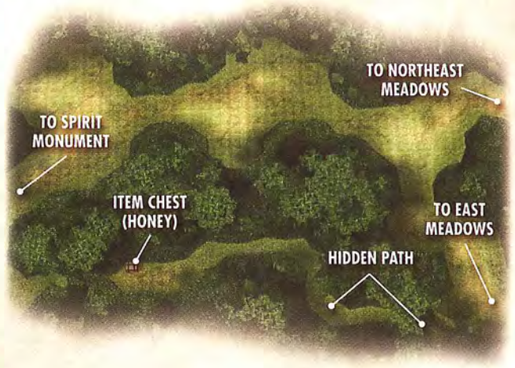




You've been told that Chief Ord is by a suspension bridge somewhere to the northeast. Let's try to find him. Follow the path that leads east. When the screen changes, you move into the eastern part of the woods.

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Grana-Vallis
Ruins of Amnesia
NE Quatera
Limewater Cave
Cave Lake
Imperial Fleet
Kishgal
Napishtim

EASTERN WOODS



Get ready for your first bout of combat. As you follow the path east, a cute, furry Quia tries to rip out your throat. Press ■ to carve it up with your Long Sword and continue along the path as it winds north toward another clearing.



Defeat more Quias and proceed east, still following the path, until you reach a hissing Refua plant. Avoid its poisonous exhalations and nail it with a good jump attack.





Proceed southeast to a fork in the path. Veer south and watch out for two more deadly Refua plants. Then find the small, nearly hidden opening in the trees to the west. Follow the narrow westward trail. One more Refua blocks the route to an item chest. Approach the chest and press ■ to open it. Adol obtains a helping of **Honey** (listed as a Tool in your Camp Menu) that recovers 50 HP when consumed.







Retrace your route eastward along the narrow trail until you reach the main path again, then head north and take the fork bearing northeast.

NORTHEAST MEADOWS



This area features two clearings and lots of enemies. It's a good place to rack up EXP points and level up a few times. In the first clearing, some flying Setos swoop in and drop lumbering Bholgs. The Bholg is an armored creature that can inflict serious damage with its dash attack, ramming you with the twin horns on its forehead. Hit it from behind as much as possible; if a Bholg turns on you, keep nailing it with combo attacks to prevent its ramming run.





Watch out for the flying, mosquito-like Adamus, too. It hovers into close range, then drops to the ground and slashes forward with its razor-sharp beak. Jump and whack it from the air, then follow up with relentless combinations to finish off the pest as it flutters on the ground.



The Setos will keep dropping Bholgs, so move east to the second clearing when you've had enough. Here you face more Bholg drops, plus a bigger swarm of Adamus flies. Beware of the lone Refua plant guarding the northeast exit, too. Slash it to ribbons and exit to the northeast.

THE BROKEN BRIDGE







Follow the path along the water to the bridgehead where Chief Ord waits with a warrior. Talk to the chief. You learn that the fallen suspension bridge leads to Canaan Island. The Chief mentions the Eresian town on the east coast of that island, which is somewhat larger than Quatera Island. You also learn that the bridge rope was burned, and a "certain person"—an Eresian—left the village during the confusion.

Talk to the Chief a second time. He'll allow you to remain on Quatera Island until the bridge is fixed, but you must stay away from his nieces, the priestesses Olha and Isha.

Now talk to Quval, another warrior and hunter of the Rehda tribe. He tells you there's no escape from the Canaan Islands because of the impenetrable Great Vortex. Quval suggests you meet with your fellow Eresians. Talk to Quval again to learn that Chief Ord's son is stranded on the far side of the bridge.



Go back to the Northeast Meadows (watch out for the Refua plant in the path!) and fight your way west across both clearings to the next area, the Eastern Woods. Then move southward through the woods, taking the southeast exit from the area.

EAST MEADOWS



Fight your way across another pair of meadows, which are bounded by trees and water and infested with Quia, Adamus, and the Refua plant. Keep an eye on your health, and continue east.

THE FOUNTAIN OF PRAYER



Keep following the path. At last, another Spirit Monument! Heal up and proceed north to climb the staircase.





Adol automatically approaches Olha, who reveals the Fountain of Prayer, one of the Rehda's sacred grounds. She asks if you've seen her sister Isha. When Adol explains how Isha runs away whenever she sees him, Olha admits Isha has been acting strange lately… "as if she's hiding something." Then she leaves to look for her sister.



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Now retrace your route all the way back to the first Spirit Monument, just outside the village. (Be sure to beef up your stats by defeating enemies along the way.) Once there, talk to Largo to learn that Isha headed for Moonset Shore not long ago. After your chat, head west.



WESTERN WOODS





Follow the path west, whacking the occasional Quia that gets in your way. When you reach the fork, veer south.

Avoid the Northwest!

Don't try heading northwest to take on the brutal beast that Largo mentioned—not yet, anyway. You need to level up about 20 more times before you're ready for that.

MOONSET SHORE



Walk south to the beach, then head east to find Isha. In the exchange, Adol tells the girl that her sister, Olha, is looking for her, and then Isha runs off.





Note that if you walk out into the water you can find an underwater path, but it's too deep for Adol to enter. Note also that you can just see an item chest behind the sea cliff at the west end of the beach. You can't reach it yet.

BACK TO REHDAN VILLAGE



Before you do any more exploring, here's some advice. Very tough enemies lie ahead, so prepare! Go north into the Western Woods, then take the first right, following the eastern path back to the Spirit Monument. Talk to Largo. He tells you Isha passed by heading for the fountain to see Olha. Then go north into the Rehdan Village. You should have about 300 Gold by now, so visit Sir Kevin on the pier. Select "Shop" and then "Buy."



Use the Directional buttons to highlight the Hard Leather, a tanned beast-hide armor that boosts your DEF stat by 8. Buy it, and consider picking up a Kamio Flower or two for poison cures if you have some spare change.

Equip the Armor

Don't forget to equip your new Hard Leather armor once you purchase it from Sir Kevin.

Leave the shop menu and equip the Hard Leather, then talk to Kevin. He tells you to visit a man named Baslam if you ever get to Canaan. Next, we suggest you wander through the town and talk to all of the characters twice again. Each has new things to say, and you learn more about Rehdan culture and attitudes. A few comments of note:

Mannan mentions how the Eresians once coexisted peacefully with the Rehdans, but that "everything changed, especially after that man washed ashore 10 years ago."

Seblo says a beautiful, transparent, and very hard stone called Emel can be found on these islands. It can be used to make ornaments and strong weapons, but only one person knows the processing technique. Unfortunately, she's on the other side of the suspension bridge, which now lies in ruins.

Toksa (a fisherman) tells you about Agu, a great Rehdan warrior who now lives in the Eresian settlement. Others in the village speak of the other Rehda, who also live there.

Finally, **Chief Ord** comments on your "curiosity" and remarks how you remind him of "that elderly one." Who might that be?



Exit the village south into the Spirit Monument clearing, then head east and return to the Fountain of Prayer. A quick review of the route: East through the Eastern Woods, exit southeast and go through the East Meadows.

Get Equipped

Make sure you've got a healing Tool (Honey or Titonuts) equipped for instant use before your final visit to the Fountain of Prayer. Remember that once a boss fight starts, you cannot access the Camp Menu to equip or use healing items.

FOUNTAIN OF PRAYER

Heal yourself at the Spirit Monument. (This is a *very* good place to save your game, as well.) Open your Camp Menu and make sure you've got a healing Tool equipped for instant use when you press △, then head north. As you climb the stairs, you hear a loud explosion. A huge dragon-like beast emerges from the fountain! And Isha cowers helplessly before the creature…





Just as the monster swings its massive claw to crush Isha, Adol leaps in and blocks the blow. The fight is on!

Boss Battle: Demi-Galba

BOSS STATS: DEMI-GALBA

	NORMAL	HARD	NIGHTMARE
MAX HP	200	340	480
LEVEL	7		
STR	80	85	85
DEF	60		
LUCK	50		
EXP	1697		

PRE-FIGHT RECOMMENDATIONS

ADOL	Level 6
EQUIPMENT	Long Sword, Hard Leather
ACC. HOLDER	None yet
TOOL HOLDER	Titonuts or Honey (at least 3)



The Demi-Galba looks horrifying, but he's not that hard to beat. The creature is essentially immobile and has only two attacks: a flame-breath blast and a claw-swipe. Both are fairly easy to dodge, once you recognize the beast's timing patterns and know where and how to avoid damage.

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Strangely enough, the best place to avoid the Demi-Galba's deadly flame-breath is right up against either one of its huge paws. (Don't stand in the center!) He swivels his blast side to side, so stay put until the flames cease. (You can also rush up the stairs to the right to dodge flames, but the fire sometimes reaches that location.) Then rush up beneath the creature's massive head and execute a series of Upward Thrust special attacks—that is, press ✕ to jump, then quickly punch ■ on the way up to attack.





When you see the monster begin to flex and reach out its arm, hustle away and press ✕ to hop nimbly over the swipe. Then rush in for more jump attacks. You can get in quite a few hits between the Demi-Galba's powerful but slow assaults.

With only 200 HP (playing in Normal Mode), the big fellow falls after you hit him with about six or seven good attack flurries. Get out of his way when he falls forward!



When the Demi-Galba finally drops, Isha rushes up onto the platform and apologizes. Adol's trusty Long Sword lies broken on the ground. Suddenly, the wounded monster rises! But just as the Demi-Galba prepares to strike, a powerful arrow destroys the deadly dragon-beast—an arrow fired by Olha! Chief Ord, his niece, and a squad of Rehda warriors have come to the rescue!





CHIEF ORD'S HOUSE

Central Hallway

Later, back in the central hallway of Chief Ord's house, Olha lauds your bravery in saving Isha. The Chief explains that the horrible beast is known as "the Wandering Calamity." Three such beasts existed 10 years ago, the last time they appeared in the region.





Ord says steel weapons can only weaken the Wandering Calamity, but cannot slay it. He shows Adol a spear tipped in Emel, a special stone that can penetrate the monster's hard shell. Olha declares you a fine warrior for weakening the Demi-Galba without the use of an Emel-based weapon. Then the Chief asks for a private word with you in his room and turns to go there. Talk to Olha, who wonders where Isha went, and then follow the Chief into his room.

Chief Ord's Room

Talk to the Chief. First, he thanks you for saving Isha and apologizes for earlier rude behavior. Then he explains how the stone wall north of the Fountain of Prayer conceals a secret underground passageway that runs beneath the sea to Canaan Island. He asks if you'd be willing to use the path. Select "Try crossing."





The Chief gives you a single-edged sword named Livart that's made of Blue Emel stone. He explains that you can acquire various skills and magic by upgrading the weapon. He then asks you to investigate the disappearance of a sacred white mirror, the Mirror of Zeme, if you make it to Canaan Island. He believes it was stolen by an Eresian the same day the suspension bridge fell. If you talk to him again, he recommends that you practice using the sword. Exit the room and go north into the garden.

Garden

Talk to Olha. She says an ancient underground passageway was used by pilgrims on their way to Zemeth Island. She then gives you a parting gift: a **Seed of Vitality**, which increases your Max HP by 5 when consumed. Talk to Olha a second time. She asks you to look for her cousin, a young boy named Ur and an apprentice to an Eresian scholar, when you arrive in town.





Don't Hoard Your Seed

Use the Seed of Vitality immediately to boost your Max HP by 5. There's no reason to wait!

Exit the house and go south of the village to the Spirit Monument to save your game. (You can talk to Rehdan villagers along the way to hear a new round of chat.) Talk to Largo and ask for advice about Emelas swords to learn more about the process; he suggests you ask for details at the Emelas workshop in the town on Canaan Island. Then head east down the path. Isha appears and gives you a hand-carved **Wooden Bracelet**. Equip it right away!





Now you can continue east, taking the most efficient solution path by heading straight to the Fountain of Prayer. Or you can be systematic and head west to explore some (but only *some*) of the dangerous Western Woods.

OPTIONAL: WESTERN WOODS



Follow the path west to the fork, then head north, fighting enemies along the way. At the next fork, veer eastward, slice through the three Refua plants, and find the hidden alcove in the trees. Open the item chest to get the valuable **Herb**, which can recover a whopping 100 HP when consumed.



Now go back to the main path. Remember Largo's warning about a brutal beast to the northwest? If you head northwest, you reach the ornamental gate. There, you can hop over, just like Largo said, and continue north to the next area… if you're feeling suicidal. But trust us: hostile things lurk in the northwest passages, things that you cannot defeat yet. So head east instead.



TO THE MYTHOS PATH

Go past the Spirit Monument (using it to heal if necessary) and continue east into the Eastern Woods. Then proceed across the East Meadows to the Fountain of Prayer. Talk to the ever-pleasant Silva, then to Quval, who warns that many monsters lie ahead in the underground path to Canaan Island. The crumbled wall creates a bridge across the water to the entrance. Cross the water to the Mythos Path.



Mythos Path

The Mythos Path is a series of long underground corridors crawling with deadly bugs. The key to survival is to stay light on your feet. Get familiar with that ✕ button and the Downward Thrust special attack, and spend as little time as possible with your feet on the ground!

NEW ENEMIES

Gilcha



Geis



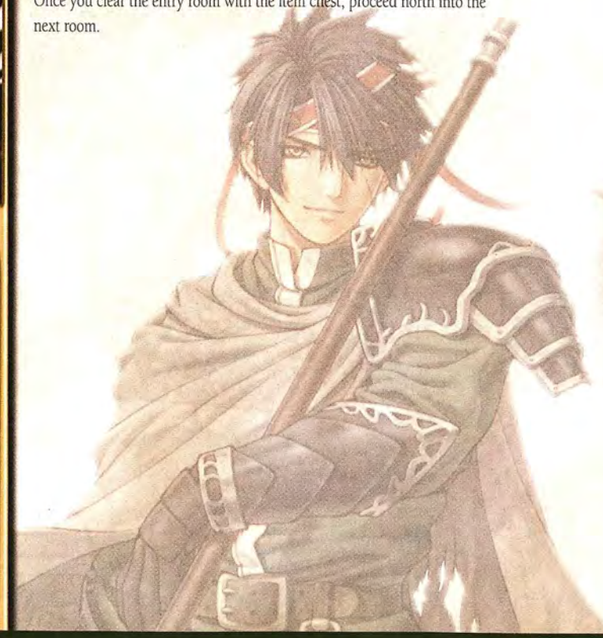
ENTRY

Just hop down the hole. (The far doorway merely leads to a staircase down into the lower corridor anyway.) Open the item chest to nab the **Honey**, then fend off the creepy Gilcha assault. As you move around the room, the lethal bugs start dropping from the ceiling. Regular slashes won't hit the disgusting things; nail them with the Downward Thrust special attack. Push ✕ to jump, use the Left Analog Stick guide Adol over the nearest Gilchas, then punch ■ as he drops on the bugs.





Once you clear the entry room with the item chest, proceed north into the next room.



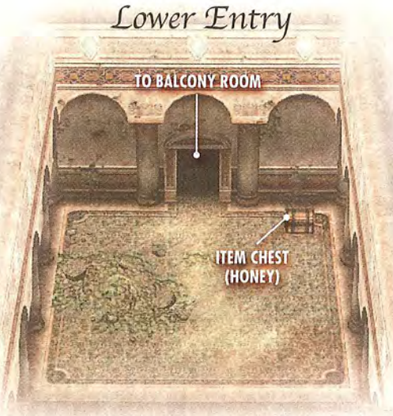
Back to the Woods

To return to the Woods of Quatera, climb the stairs to the upper balcony. Follow the balcony around to the main entry room (the one with the hole in the floor) and continue south.

Upper Entry



Lower Entry



BALCONY ROOM (SOUTH)



Another nasty Gilcha swarm infests this room. Continue the Downward Thrust attacks. If you want additional EXP, you can climb the stairs and clear out the upper balcony, too. Then go back downstairs and head north through the doorway into the next room.

BLUE PORTAL ROOM

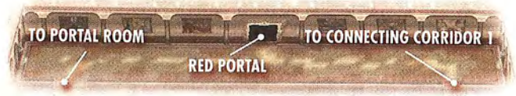


Approach the ornate blue door and whack it with Livart, your Blue Emelas sword. The sword resonates and the portal opens. Go through the now-open portal.





MURAL CORRIDOR



This long corridor features a row of murals painted across the back wall. If you approach a mural, the view tilts to give you a better view. These must be significant, right? But for now, proceed halfway down the corridor to another portal, this one studded with red gems. A "Black-haired Man" toting a halberd muses that he doesn't have the right key.





In the ensuing conversation, the man says he's heard stories of "Adol the Red" and starts a fight. This is a tough battle; the man is quick on his feet, and skilled with the halberd, as well. After the battle, win or lose, the fellow introduces himself as Geis, an adventurer and mercenary. He says there's a town just outside the ruins. Then he leaves you with a warning.

Fighting Geis

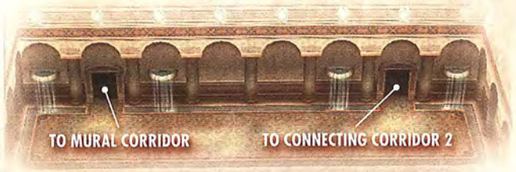
Geis is a very tough opponent, but beatable. Try to get in a Downward Thrust special attack to get him on the defensive, then follow up with quick combos to keep him off balance. Keep a good health item equipped for a quick recharge when your health gets low.



You can't open the red-gem portal with your blue sword. (Maybe you need a *red* sword?) Continue east to the end of the corridor. Get ready for another insect attack as you take the exit leading south.

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CONNECTING CORRIDOR 1



Start hopping and hitting repeatedly the moment you walk into the hall. Destroy the first Gilcha swarm, proceed east down the corridor, and then squash a few more bugs. Exit north via the next doorway.

CONNECTING CORRIDOR 2



More bugs! Hop and thrust, slashing them to quivering bits. Exit to the north.

BALCONY ROOM (NORTH)



And yes, still more bugs! Keeping the Gilchas at bay, work your way up the stairs and then around the balcony to the next exit.

EXIT ROOM



Just a few more Gilchas and you're out of the buggy Mythos Path! Exit south.

Port Rimorge

This waterside town is populated by Eresians and a few others. A merchant named Baslam and his trading company dominate the local economy. The most important town structure for adventurers like Adol is the Emelas Studio, where swords of Emelas stone can be upgraded.

NEW ENEMIES

None

THE COAST ROAD



Before Adol emerges from the exit, you view a conversation between two Baslam Trading Company stonecutters, Lloyd and Xaxon. They need more stone, but the only remaining source is from an underground path. When Adol appears, they introduce themselves and listen to his story.



Lloyd excuses himself to head back to the port town of Rimorge, leaving a bridge inspection task to his partner, Xaxon. Before he leaves, Lloyd suggests you visit Master Baslam at his residence in Rimorge. Follow him up the stairs to the west.

Suspension Bridge



Proceed south down the steps to the broken bridge. Talk to Xaxon, who suspects the "tailed freaks" (Rehdans) of sabotaging the bridge, despite Lloyd's opinion that they had nothing to do with it.

Go straight north to the next area. Continue heading in this direction until you reach the rocky cliff, then follow the path as it curves east to the next area.

Spirit Monument



Eventually, you reach another Spirit Monument in a small clearing to the north of the main path. Heal up if necessary and save your game. Then continue down the path as it curves south and leads into Port Rimorge.

ISAAC'S INN



Just inside the town gate, veer southeast and enter the first doorway, Isaac's Inn. Talk to everyone in the dining room. At the bar, Isaac suggests you talk to the professor about the Rehda; this old fellow lives in the wooden shack south of town. Tise, the waitress, mentions that Rehda live in town, including Leav (half-Rehda) and a young boy. She also points out a Rehda customer named Agu. Aha! That's the warrior mentioned by Toksa, the fisherman back at the Rehdan Village.





Talk to Agu, the blue-haired Rehda sitting at a table. He recognizes your sword. Speak to him again and he suggests you show your weapon to Leav at the workshop. Exit the inn and go west to the nearby stone staircase.

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PORT RIMORGE: TOWN SQUARE



Descend the stairs to the town square. Veer southwest to the thatched hut and enter.





LEAV'S EMELAS STUDIO

Inside, a woman named Leav oversees her workshop. Talk to her. She's surprised that Chief Ord would entrust an Emelas sword to an Eresian like Adol. Leav is an Emelas craftsman and offers to strengthen your sword here in her studio. But she notes that you'll have to accumulate your own Emel first.



Talk to Leav again and select "Talk" to get more info about Emelas swords, then select "Improve sword." Choose Livart (the only sword you've got at this point) and, if you have at least 5 Emel, select "Yes" from the "Strengthen this sword?" menu. Leav boosts the Livart from Level 1 to 2, adding to your STR stat. You can also use Maelstrom Sword Magic now.



Repeat the process if you've got another 13 Emel stored in inventory. (Chances are you don't.) Then exit the hut and head across the town square. Talk to "the great Emilio," the droll fellow tending the pikkard (pig) sty in the center of the square. (For fun, try talking to any of the pikkards, as well.) Then continue on to the vendor stand on the far side.



CLOA'S VENDOR STAND

Talk to Cloa, the young man at the vendor stand, and select "Shop" to examine his wares. You might want to pick up a few health items if you're running low. When finished, go through the door next to the stand to enter Rose's Shop.





ROSE'S SHOP



Approach the woman at the counter and talk to her. Her name, strangely enough, is Rose. She is Cloa's sister and she works for the Baslam Trading Company, although she dislikes the "old geezer." Talk to her again and select "Shop" from the Choose menu, then select "Buy" to peruse her goods. Rose is a purveyor of protection, selling items that raise your DEF stat or that shield you from Poison or Curse. Most of her stuff is pretty expensive, so you'll have to make purchases later.



Exit the shop and climb the staircase next to the shop entrance. Enter the nice house at the top of the stairs.

Sub-Quest: Letter to Baslam.



After you arrive at Port Rimorge (and before you head to Grana-Vallis Mountain to defeat the boss there), visit Xaxon by the downed suspension bridge. He notes two "tailed freaks" are lurking on the Quatera side. Run back through the Mythos Path to the Fountain of Prayer, then work your way through the woods to the bridgehead in the northeast. Talk to Quval, who offers you a letter for delivery to Baslam. Select "Yes" to get the Letter to Baslam, which goes into your Event Items inventory.

Deliver the letter to Baslam, who give you 30 Gold reward. Now go back to the the Quatera side of the bridge and talk to Quval again. In thanks, he gives you a Seed of Power.

MASTER BASLAM'S HOUSE

Foyer



Lloyd stands in the elegant entry chamber. Talk to him to learn that this is Master Baslam's house and headquarters of Baslam Trading Company. Talk to Lloyd again. He gives you the Baslam corporate pitch: "Come build a relationship with us." Go through the door with blue curtains to enter the kitchen.

Kitchen

Talk twice to Maple, Baslam's maid, to learn her melancholy story. Return to the foyer, then go through the red curtained doorway.



Baslam's Study



Talk to Master Baslam. A born merchant, he tells you he washed ashore 10 years ago and has been expanding Port Rimorge ever since. He doesn't care much for the Rehda and their "hopeless, hardheaded chief," and he's not exactly what you'd call an environmentalist.



Talk to him again; Baslam asks you to look for a way to Zemeth Island, the third island in the Canaan Island chain. He notes that the Rehda call it the Sanctum, and he believes it's the key to solving the mystery of the Great Vortex. Then Baslam admits that he asked the same favor of Geis, the mercenary you met back in the Mythos Path. But Geis turned him down!

Talk to Baslam again. You learn that he's not from the Eresian continent at all, but rather from Altago, the arch-rival of the Romun Empire. Talk to Baslam one more time. He says he'll reward you with a valuable item if you report back with info on a path to Zemeth Island. If you want, go through the red curtain into the next room.

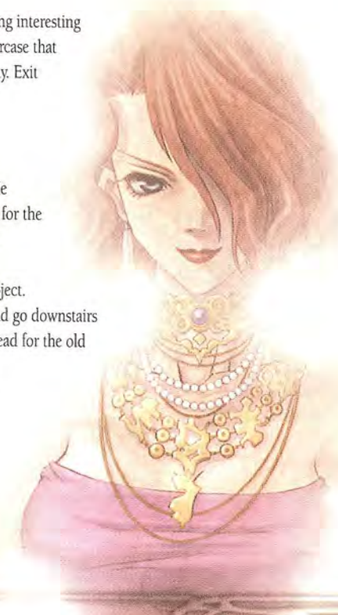
Storage Room



You won't find anything interesting here, other than a staircase that leads up to the balcony. Exit back to the foyer.

Foyer

Talk to Lloyd again. He brings up your search for the white Rehdan mirror, saying he's heard no reports of any such object. Exit Baslam's house and go downstairs to the town square. Head for the old wooden shack at the south end of town.



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Kishgal
Napishtim

RABA'S HUT

Enter the shack. An old man greets you, and speaks as if you're a Rehdan. But then he sees his mistake, and suddenly recognizes Adol! The old man is Raba, who Adol saved six years ago at the Tower of Darm.



Raba is overjoyed to see you. After he finishes talking, a Choose menu appears. Talk to him some more to learn he's researching ancient civilizations. He speaks of the Ys Kingdom in Esteria, and then tells the story of how he came into the Great Vortex, too.



Now ask him all of the questions you can. Raba describes the sacred Mirror of Zeme, made of White Emelas and possessed of a holy aura. Then he mentions Ur, Chief Ord's only son and now Raba's apprentice. Raba says Ur is picking herbs in the plains to the north.

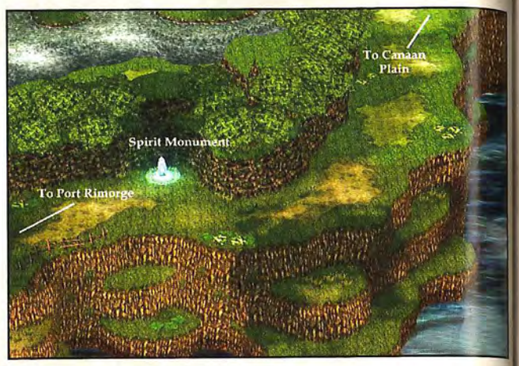
Raba believes the key to the Great Vortex is hidden in the "treasure trove of ruins" located on the Canaan Islands. He mentions the murals you saw back in the Mythos Path ruins. He also mentions ruins he cannot reach on Zemeth Island and Windseeker Heights. And Canaan Island itself has ruins beyond the northern plains on the summit of Grana-Vallis Mountain. Unfortunately, the Rehdan ancestral ruins on Quatera Island were lost when Baslam destroyed them, taking their stone to build Port Rimorge.

When you finally select "Stop talking" from the Choose menu, Raba gives you a very useful item: a Map of Canaan.



Exit Raba's hut and then leave Port Rimorge through the east gate. Follow the path to a Spirit Monument and save your game. Continue east, then veer north until you reach the Canaan Plain.







Canaan Plains

Plains are flat, open areas, and your task here is equally straightforward: level up Adol *and* Livart. Plenty of hostile, Emel-dropping creatures roam north of Port Rimorge, so this is a great place to rack up lots of EXP and level up multiple times. Also, Spirit Monuments lie just south and north of the plains for quick healing when you need it. One area off the Canaan Plain to the northwest should be avoided for now, however.

NEW ENEMIES

Ceram



Ulmto



Cedollon



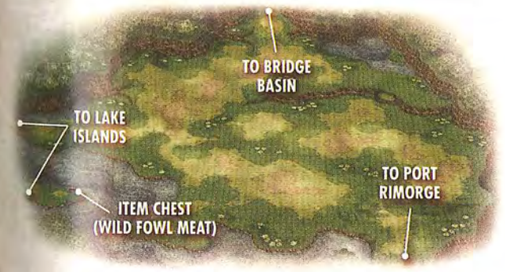
Bholdom



Pisckel



CENTRAL PLAIN



As you wander out into the large, open plain, look first for packs of Ceram, an odd cross between lizard and cat with sharp claws and a distinctive ridged back. Each Ceram gallops into range, then lunges at you. Hop over its attacks and retaliate with quick combos.



Level Up!

Remember, your primary goal on the Canaan Plains is to level up your character and sword.

Further north you encounter the deadly Cedollon, a bird-like beast with two huge legs for bounding across the open plain. The Cedollon launches a blue, blade-like energy blast that whizzes along the ground at its target (you) and deals serious damage. It spends very little time on the ground, so either time your attack to when the beast lands, or just jump when the Cedollon jumps and knock it out of the air.



Important: *Keep an eye out for Emel stones dropped by defeated monsters!* When you've gathered 13 Emel, go directly back to Leav's Studio in Port Rimorge and upgrade your Livart sword to Level 3.

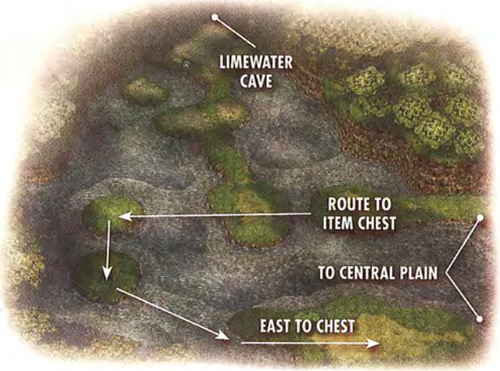




As you move through the extreme southwest corner of the plain, you can see an item chest on an island across the water. You can't reach it from here. Once you've cleared out the central plain area, head west along the strip of land into the next area. Get ready for a tough new opponent.

LAKE ISLANDS

Here, a small lake is dotted with islands and a strip of land that runs north to a small cave opening, the entrance to Limewater Cave.



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Napishtim

No Cave Yet

Limewater Cave is full of very bad things that you're not ready to fight yet. We'll explore the cave later, after you've leveled up to at least level 30.



After you arrive, flying Seto birds start dropping Bholdoms, armored pigs built like their cousin Bholgs, but much tougher and more lethal. Bholdom hits can inflict the Slow effect on you, so keep your distance. Straight hits do little damage to Bholdoms; a Downward Thrust special attack is far more effective.

Water Trapping

Bholdoms cannot climb back onto shore once they slip into the water. Lure them into the lake, then stand on shore and launch your Downward Thrust attacks, hopping back ashore between hits. The poor armored pigs can't follow you!



Work your way across the lake, moving through the shallows toward the two western islands. Go south, and then east across the southern part of the lake. Continue east until you move into the next area—the Central Plain again, except now you're on the island with the item chest. Open the item chest to nab a shank of **Wild Fowl Meat**, a delicacy worth 180 HP when consumed.



Upgrade Your Sword!

Keep track of your Emel stash, and return to Leav's Studio in Port Rimorge whenever you get enough to upgrade your Livart sword. You need 13 Emel to upgrade the sword to level 3, 34 Emel to reach level 4 (where you add the Wind Sword Skill), and 88 more Emel to get a powerful level 5 sword.

Upgrade Your Armor!





If your Gold reserves get above 670, consider picking up the Ring Mail from Rose's Shop in the city, as well. Equip it to boost your DEF stat.

Return west to the Lake Islands area, and then work your way back around (see the Lake Islands map) to the main strip of land and head east back to the Central Plain. On the Central Plain, fight your way to the northern exit and move into the next area.

BRIDGE BASIN



This area is a basin cut in half by a river running east to west, crossed via a wooden bridge. Clear the area south of the bridge for EXP and dropped goodies. Beware of a tiny new enemy here, a flying bug-like pest with a poison bite called a Pisckel. You can swat a Pisckel right out of the air without jumping, but be quick with your swing.



Extra Hit

Use your Wind Sword Skill when you get it! Press ● right after Adol completes a 3-hit combo to execute a special final hit.



Don't take the passage to the west yet. Instead, cross the bridge and clear the north side of the river, then continue north to the next area.



Wasp Repellant

Don't go west from the Bridge Basin area of the plains at this time. That route leads to a powerful wasp-like monster that requires a stronger sword and a level 34 ranking to beat.

STEP PLATEAUS

The next large area features a series of plateaus that lead up to a massive cave entrance into the Grana-Vallis Mountains. It also features several enemies, including more armored Bholdoms dropped from the sky by Seto flyers and a new flying foe, the Ulmto.



The Ulmto resembles the Seto, but it carries no Bholg-like creatures. Instead, it drops on you with its claws and attacks or steals Gold. It actually grabs a sack when it pickpockets you and tries to carry it away. Whack the bird out of the sky before it escapes with your cash!

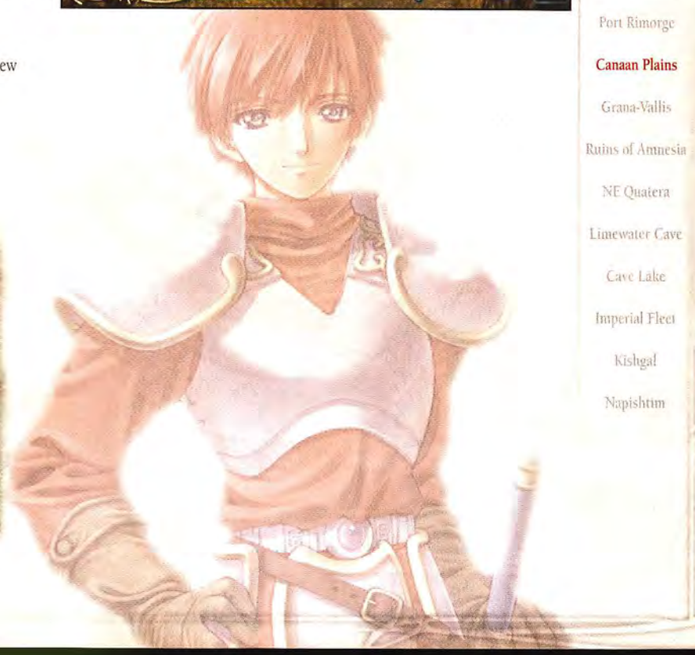
Cave Healing

There's a Spirit Monument right inside the cave entrance into the Grana-Vallis Mountains at the top of the step plateaus. So if your health is running low in this area, just dodge and hop past foes and get to the cave to heal.



By now, Adol should be at least level 12 and your sword Livart should be at level 4. But when you enter the mountain and move on, you want Adol to be a level 15 warrior with a level 5 Livart. So take your time and fight everything that moves. Make your trips back to Port Rimorge to see Leav for sword upgrades, and then fight your way back north across the plains to the Grana-Vallis cave mouth, picking up Emel and earning as many EXP points as you can. When Adol finally reaches level 15, enter the cave.





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Grana-Vallis Mountain

Grana-Vallis towers over the Canaan Plain. Your trek up the peak takes you in and out of an alternating series of enclosed caverns and open rock ledges. Your sword, Livart, should be at level 5 before you begin the tortuous climb up the mountain. It also helps if Adol starts out at level 15 or higher.

NEW ENEMIES

Pyrus



Dormen



Dumhead



Klimfe



Bundaghar



Ato



Klimsaw

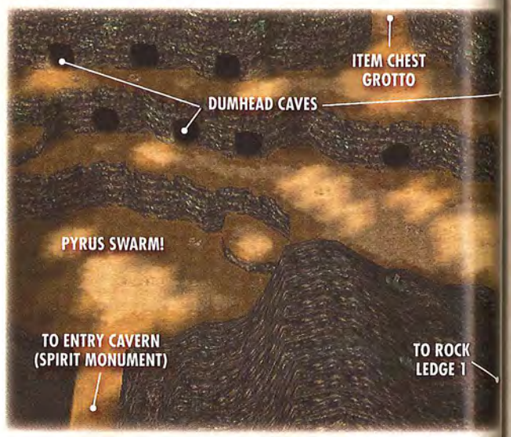


ENTRANCE (SPIRIT MONUMENT)



Spirit Monuments are located on three different tiers of these mountain caverns. You may have to return to this first monument a few times until you adjust to the new monsters you face on the first few caverns of the mountain. Head north up the tunnel.

CAVERN 1



A swarm of pesky Pyrus bugs attacks as you enter the first cavern. These flame up and fly at you, inflicting painful damage when they strike. Start swinging a combo as they approach; you can destroy a Pyrus with two hits before it strikes, if you time it right.



As you swat the Pyrus swarm, stay near the southern end of the cave floor. Above you on the terraces to the north, some aptly named Dumheads wander in and out of their caves, hauling out explosive Bundaghars that they toss down at you. Stay out of their range until the first swarm of fireflies is toast, then hop up the steps to the east to reach the first terrace level. Another, smaller Pyrus swarm strikes. Wipe it out and then move along the terraces, whacking the annoying Dumheads. When the area's clear, take the passage leading north from the second terrace.

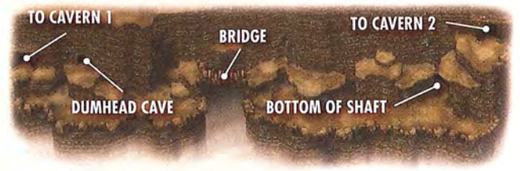


ITEM CHEST GROTTO



Open the item chest to claim the nice **Herb**. Of course, once you exited Cavern 1 into this grotto, all enemies there respawned, so when you return, clear out the cavern again. You can always use the practice, plus you can boost your EXP and Emel totals in this second round. Then exit via the passage south at the east end of the first terrace.

ROCK LEDGE 1



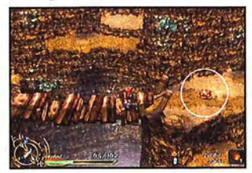
You emerge at the western end of a long rock ledge with a gap in the middle; a wooden walk-bridge connects the two parts of the ledge. Some nasty foes line the ledge—more Pyrus flies and bomb-tossing Dumheads, Setos dropping Bholdoms, and deadly flower-like Klimsaws patrolling the floor below.



Klimsaw Combat

The Klimsaw is invulnerable until its flower-top starts spinning. Once that happens, hit the creature *quickly* before it slings its saw-like flower at you, or dodge the spinning petals and attack the defenseless Klimsaw stalk before the flower-top returns.

Fight your way east to the bridge. Careful! An immobile but explosive Bundaghar hunkers on the far side of the bridge, so run up and destroy it before it explodes. Hop across the raised platforms, repeating this tactic to destroy all of the Bundaghars.



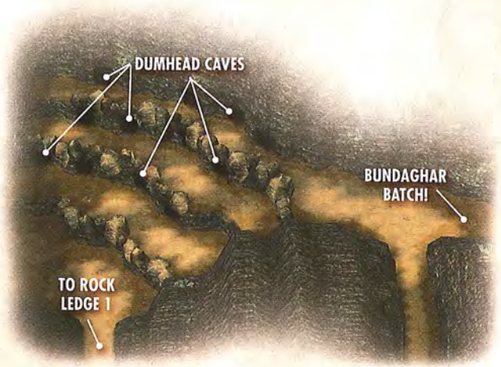


Drop to the ledge floor and eliminate the Klimsaws, if you want. Once the area is clear, go to the west end and hop back up the platforms to the cave entrance at the upper east end of the ledge.



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CAVERN 2

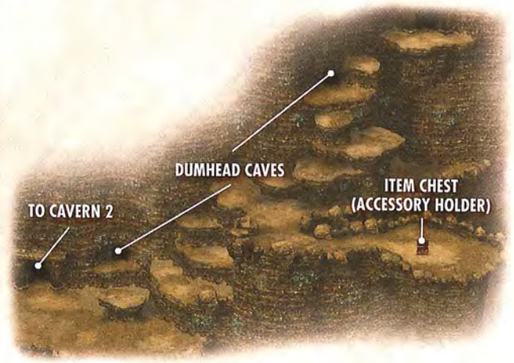


A new swarm of Pyrus flies awaits your entrance into this large cavern. Knock them dead and hop onto the first terrace, nailing the Dumheads tossing bombs at you from the first and third caves from the left. Work your way back and forth up the terraces to the clearing at upper-left (west). Watch out for more Pyrus flies and a Bundaghar batch! Exit to the south.



ROCK LEDGE 2

Fight and hop your way up the rock platform steps. The same assortment of foes

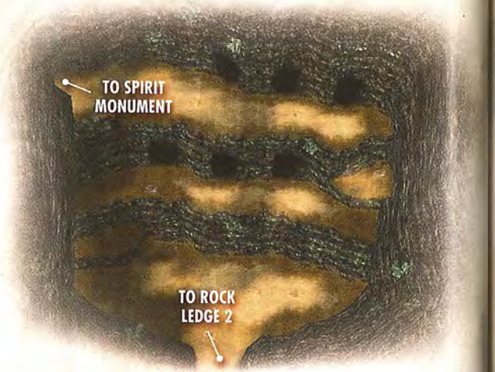


impedes your progress. Halfway up the ledge, move west into the open platform and open the item chest to increase your **Accessory Holder** by one slot. Now you can equip two accessories at a time. Continue up the rock platforms to the rock doorway at the top-right, then go through the passage.





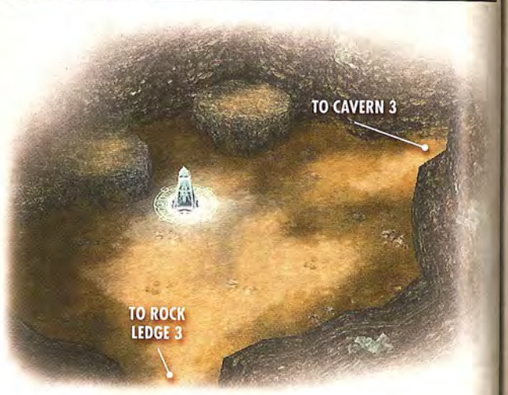
CAVERN 3



Fight up the terraces. Bundaghars abound, and all six caves in this cavern are homes to Dumheads, so explosives will fly fast and furious in this area. Exit via the passage on the west end of the top terrace.



SPIRIT MONUMENT GROTTO: HALFWAY



Whew! A Spirit Monument, finally! Heal up at this halfway point in the mountain, and save your game. Then exit via the south passage… but prepare to stop the moment you arrive in the next area!

ROCK LEDGE 3



Don't move! As you arrive, two Bundaghars activate and explode. If you don't move from your arrival point, you remain just outside the blast radius of both. Or you can dash forward and try to destroy both before they blow.

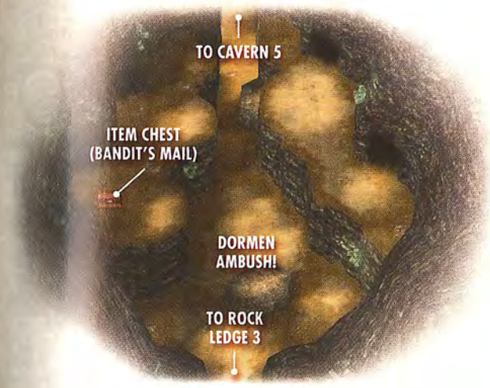




Now hack your way west through more Bundaghars. Cross the bridge and enter the west doorway into another cavern.



CAVERN 4





Meet the Dormen, a slithering creature that suddenly rises up and attacks with surprising ferocity. The best way to counter a Dormen is to jump over it and drop while executing a Downward Thrust special attack. If Adol is at level 18 or 19 (and he should be, by now), two or three good jump attacks should suffice for each creature.

Drop on Dormens

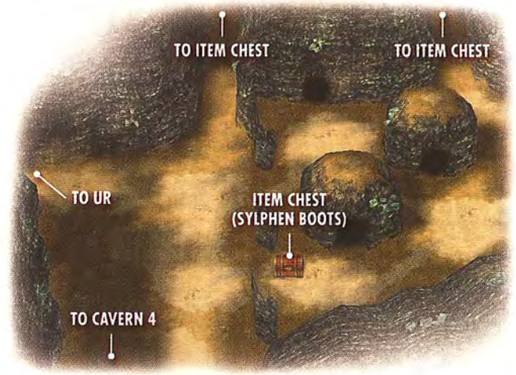
The Dormen beast is invulnerable to ground level attacks of any kind. To inflict damage, you must use the Downward Thrust method—that is, jump over a Dormen and press ● on the way down to strike.

Fight your way north up the ravine. More Dormen monsters drop from the ledges above, and Dumheads toss down their bombs. Use the low ledges to hop up to the Dumhead caves and destroy them. Then open the item chest on the west ledge to pick up the **Bandit's Mail**. Equip it immediately to boost your DEF stat and also add 10 percent to any Gold amount acquired from your conquests. Jump back down into the ravine and exit to the north.





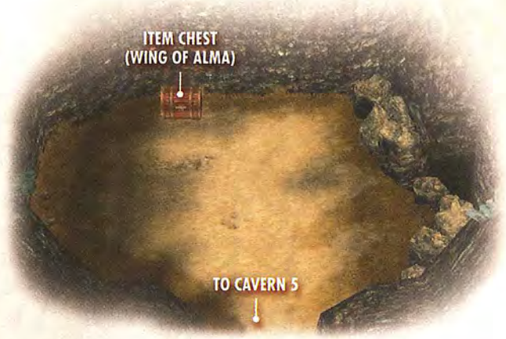
CAVERN 5 (LOWER LEVEL)



More Dormen attack, and more Bundaghars line the route. Smash them all. You can't reach the item chest up on the terrace yet, so proceed directly north.

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ITEM CHEST GROTTO: *WING OF ALMA!*







Bundaghars! Dash in, smash a few, and dash back to avoid the explosions of others. When the coast is clear, open the item chest to get the valuable **Wing of Alma**. With this amazing item, Adol can escape dungeon areas or warp directly to Alma's Trials, a series of five stages you can complete for rewards. (See our Alma's Trials Appendix.)

If you walk to the far right, you can see another item chest up above; we'll reach it shortly. Exit to the cavern and head west into the next passage.

UR'S PREDICAMENT

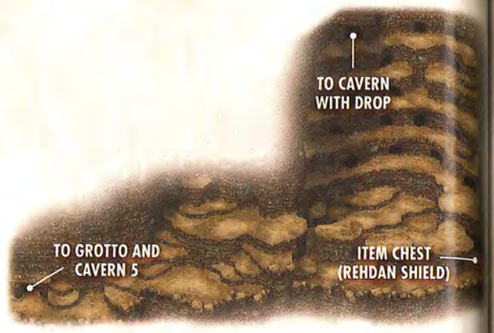
This triggers a scene in which a defiant Rehdan boy is surrounded by four hungry Dormen creatures. As he backs away, you regain control of Adol. Rush in and destroy the Dormens to save him. He thanks you, and then recognizes your sword. He introduces himself as Ur, son of Chief Ord!





Ur says he was picking herbs in the plains when he saw a red fairy flying by and holding something shiny. He mentions rumors of an altar with a powerful sword at the mountain's summit. After Ur leaves, exit to the south.

FIVE-STORY TERRACES



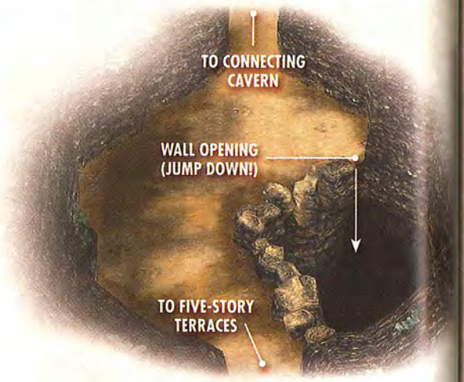
You emerge onto another rock ledge full of enemies. This one leads to a tall stack of terraces, five high. Before you climb them, however, work your way east across the lower level of the ledge to find an item chest in the easternmost corner. Open it to obtain the **Rehdan Shield** and equip it right away for another DEF stat boost.



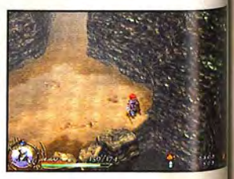


Go back west to climb up the ledge, then hop across the series of mushroom-shaped rock platforms to reach the lowest of the five terraces. Work your way back and forth up the terraces, one by one, slashing Dumheads along the way. Enter the stone doorway at the top.

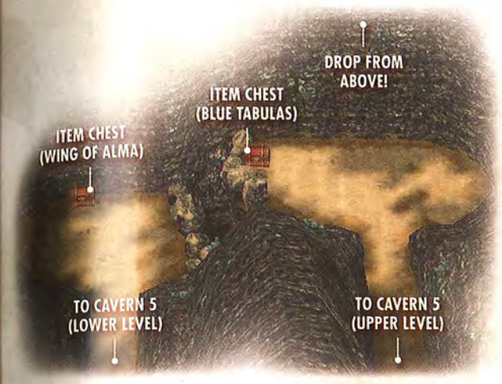
CAVERN WITH DROP-HOLE



Hack through the Pyrus swarm and find the opening in the ledge railing to the right. Jump down the hole.



ITEM CHEST GROTTO





You land amidst a pack of Dormens in a grotto with an item chest. Start jumping! Hack them to pieces and then open the chest to grab a **Blue Tabulas**—a stone tablet made of Blue Emelas with ancient lettering on the back. It goes into your Event Item inventory for now. Exit into the main cavern.

CAVERN 5: UPPER LEVEL

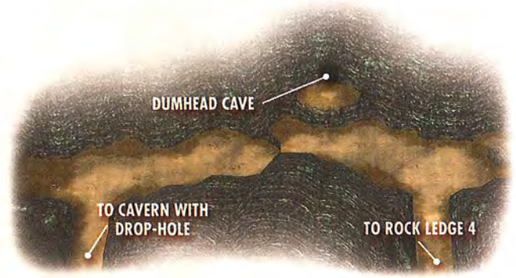
Fight your way to the item chest and open it to nab the **Sylphen Boots**. Equip this accessory immediately. (You have an extra Accessory Holder slot now, so you can keep the Wooden Bracelet on, too.) The Sylphen Boots automatically counter the effects of "Slow."





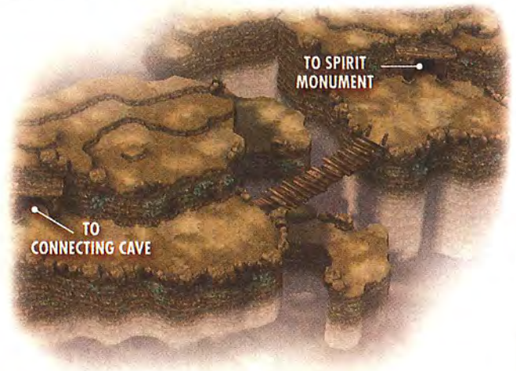
Now hop down to the lower level of the cavern and exit to the west again, retracing your route back out to the Five-Story Terraces and up to the cavern where you dropped down the hole into the grotto. Exit that cavern to the north.

CONNECTING CAVERN



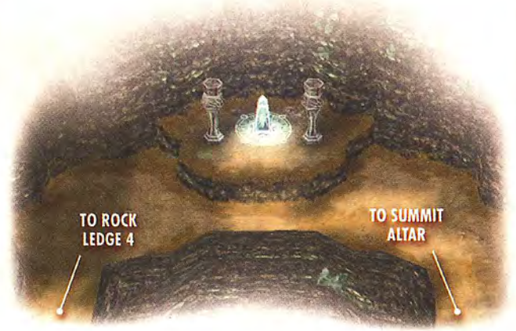
The next cavern is a narrow corridor that leads east. Follow it to the Dumhead cave and jump up to terminate the annoying creature. Then exit to the south.

ROCK LEDGE 4



Proceed east across the bridge, then enter the next stone doorway.

SPIRIT MONUMENT GROTTO: SUMMIT



Here's the third and last Spirit Monument in the mountain. Heal up, save your game, and take the southeast exit.

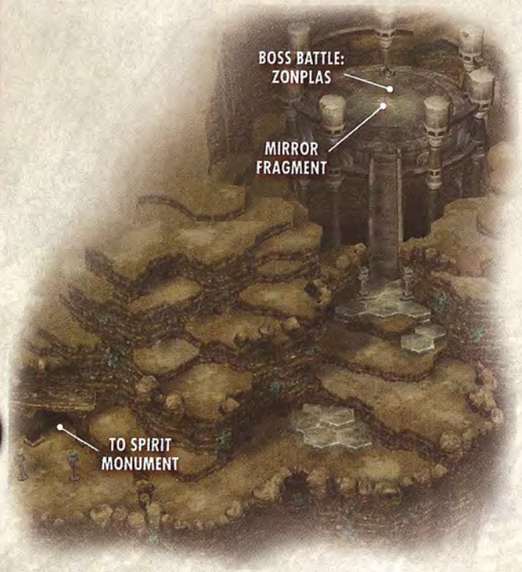
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Napishtim

Trial Before Combat

The next Boss, Zonplas, is very tough to defeat if Adol isn't at least at level 20. If your level is below 20, use the Wing of Alma to warp to the first trial, the "Corridor of the Trial." Complete the trial to gain the **Seed of Defense** (boosts DEF stat), then select the EXP reward to boost Adol's level by 1.

For details on this, refer to our Appendix on **Alma's Trials**.

SUMMIT: THE ALTAR OF BRILLANTE



Before you approach the altar, make sure you've got Honey equipped in your Tool Holder slot for healing purposes. It's best if you've got a full complement of 9 Honey items ready to go, because you'll need as much healing as possible in the upcoming Boss battle. Then follow the pathway up to the circular platform and pick up the Mirror Fragment in the center. Suddenly, a tiny, taunting voice calls out. It's Jue, the red fairy—the one who U saw earlier.



Jue banters with you a bit, and then suddenly calls down a fearsome moth-like monster known as Zonplas, the "Feather of Avarice." Hey, it's *Boss* time! The circular platform drops down a long shaft.





Boss Battle: Zonplas

BOSS STATS: ZONPLAS

	NORMAL	HARD	NIGHTMARE
MAX HP	800	1360	1920
LEVEL	21		
STR	145		
DEF	150		
LUCK	50		
EXP	4864		

PRE-FIGHT RECOMMENDATIONS

ADOL	Level 20		
SWORD	Level 5		
EQUIPMENT	Livart, Rehdan Shield, Bandit's Mail		
ACC. HOLDER	Wooden Bracelet		
TOOL HOLDER	Herb (at least 3)		



Zonplas can be a very frustrating opponent if you don't know how to fight him. This creature never hovers at ground level, so to land blows you must execute y Upward Thrust special attack—that is, hit ✕ to jump and then punch ■ as y ascend to swing up at the target while Adol is in the air.

Start by planting yourself squarely beneath Zonplas—use his shadow on the platform to get centered beneath his abdomen—hit ● to trigger Livart's Sword Magic, then start your jump attacks. His first counterattack is a powerful ground-slam using his massive claw. It's very difficult to avoid damage from this, so don't even try. Just keep at your Upward Thrust attacks and hammer away while Zonplas is still in easy range. Press ▲ to consume health items when your health bar drops low.





Soon Zonplas switches to his second attack. He soars up high at the edge of the platform and conjures a meteor storm. The Boss hovers just out of your range during this maneuver, but you can connect once or twice just before the glowing fireballs release. You can avoid the fireballs by running to the opposite end of the platform, but before you run, try to get in a hit first.

When Zonplas loses about half his health bar, he switches tactics again. Now he spews out ball-shaped eggs that hatch into Pyrus flies after a few seconds. If you hurry, you can knock unhatched eggs off the platform. If some Pyrus flies manage to hatch, however, pay them only secondary attention. Get under Zonplas and keep hopping, swinging away, and landing hits. Turn to the Pyrus menace only when you have no choice—say, if several of them swarm you. Focus on Zonplas!



At first, your progress may seem painfully slow against this Boss, until you get Livart recharged for another Sword Magic maelstrom. You'll occasionally manage to land a Critical Hit that takes a big chunk out of the Zonplas health bar, too. As he gets closer to his demise, Zonplas spews out more and more Pyrus eggs. Wade through eggs while swinging to thin their ranks as you chase Zonplas from side to side of the platform.

BOTTOM OF SHAFT

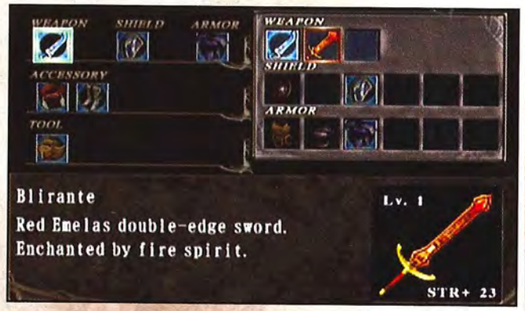


When Zonplas finally dies, the screen fades out, then fades back in with Adol lying on the ground in a large arena-like cavern with the ruins of the fallen platform all around. The red fairy, Jue, angrily appears, asking what you've done. She says she used the mirror's power to awaken the creature, and "fed it a key." Now she's going to get scolded by "the Great One." Gee, that's too bad.



Go north and approach the red sword stuck in the ground. Press ■ to take the weapon. You now own Blirante, the Red Emelas double-edge sword. Don't equip it yet, though. It's only at Level 1, so your STR stat drops precipitously if you switch from Livart to Blirante.





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WING OF ALMA!

Now try a neat trick. Press START to bring up the Menu screen and select "Use." Highlight the Wing of Alma (upper-right corner of the Event Item slots) and select it. Select "Escape," then select "Yes."



Whoosh! The Wing of Alma zaps you right back to the Spirit Monument at the very entrance to Grana-Vallis! Heal yourself at the monument, then exit south onto the Canaan Plain.

RETURN TO PORT RIMORGE

Work your way south, crossing the Canaan Plain and back to Port Rimorge. As you enter town, Ur meets you and invites you to talk to the professor, Raba. You automatically go to the shack.

RABA'S SHACK

Raba tells Ur about previous adventures at the Tower of Darm. Then Adol tells Raba about his experiences on Grana-Vallis Mountain. Raba wonders if the broken mirror piece is from the Mirror of Zeme, and calls Jue the red fairy "a wicked creature with the power to control beasts." Finally, he suggests you return the mirror to the priestess when you get the chance.

Now it's time to spend all that Gold and Emel you've collected. First, go to Leav's Studio.



LEAV'S EMELAS STUDIO

Talk to Leav to learn about different types of Emelas. Choose "Improve Sword," boost Livart up to level 6, then get Blirante up as high as you can afford. If you've been diligently gathering Emel, you should be able to afford a pair of level 6 swords!





ROSE'S SHOP

Next, head across the square to Rose's Shop and make a purchase or two to upgrade your defenses. We suggest the **Kite Shield** and, if you have enough Gold left, the **Magic Talisman** for protection from Curse afflictions. Exit the shop and climb the stairs to Baslam's house.



ISAAC'S INN

Enter and talk to everyone, especially August. He's an expert in old languages, and offers to read the Blue Tabulas. Select "Have Tabula read" from the Choose menu, then select "Blue Tabulas" to see and hear the translation. Exit the inn and leave Port Rimorge via the north gate.





SIDE-QUEST: THE COAST ROAD

Talk to Xaxon, who stands near the Spirit Monument. He got chased away from bridge repair work by monsters. Continue west until you reach the Klimfes loitering near the suspension bridge area. Sure, the Klimfe is a pretty flower, but beware of its razor-sharp, long-range shoots that sprout and whirl like helicopter blades when you approach. Use Livart to wipe out all five Klimfes to clear the area.



Klimfe Eradication

Unlike other non-boss monsters in the game, the five Klimfes near the suspension bridge disappear for good once killed; they don't respawn when you leave the area and return.

Return to Xaxon to report your success. He suggests you visit Lloyd for a reward. Return to Port Rimorge.

BASLAM'S HOUSE

Enter the foyer and talk to Lloyd. He's impressed with your work and bequeaths unto you the **Thief's Glove**. Equip it, replacing the Sylphen Boots for now. The Thief's Glove helps you gain extra Gold from your conquests.





Exit the house and the town, and then take the Coast Road back to the Mythos Path entrance.



MYTHOS PATH

Fight your way along the Mythos Path all the way to the Mural Corridor. Replace Livart with Blirante (just press R1 or L1 to switch) and approach the red portal door. Take a swing with Blirante to open the portal. You've now opened a route into the Ruins of Amnesia.





MOONSET SHORE: MEET ISHA

But wait! Before you enter that dark realm, we have a suggestion that can make your journey a bit easier, and fleshes out the story, too. Continue along to the end of the Mythos Path and exit to the Fountain of Prayer. Cross the Woods of Quatera all the way to Moonset Shore. (If you stop and talk to Largo at the Spirit Monument along the way, he tells you Isha is looking for you, and she went to the Moonset Shore.)



Talk to Isha. She confesses her dreams, admitting that she can see the bad things that happen to people before they occur. She then tells you to go see her sister, Olha. Do that now.

REHDAN VILLAGE: SEED OF DEFENSE

Return to the Rehdan Village. Go all the way north to Chief Ord's house, then enter and go straight to the garden. (You can talk to people on the way to hear the latest buzz, of course.) Talk to Olha a second time. Adol offers her the mirror fragment. Olha recognizes it as her mother's mirror, passed down from priestess to priestess for generations. They believe it houses Alma's soul! In gratitude, Olha gives you a **Seed of Defense**. Equip it immediately to increase your DEF by 1. Talk to Olha again to discuss Isha's "power." Talk to Olha one last time; she asks you to lend Isha your support from now on. Exit the house and return all the way to the Mythos Path.



MYTHOS PATH: RED PORTAL

Follow the Mythos Path to the Mural Corridor and go through the now-open red portal. Directly ahead is another portal, this one with yellow gems. No doubt you need a Yellow Emelas sword to open it. For now, turn left and go through the west passage into the Ruins of Amnesia.

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Kishgal
Napishtim

Ruins of Amnesia

These ancient underground ruins, long forgotten, link the Mythos Path to a mysterious and previously unreachable location. Vicious new foes line the route, of course, and the caverns feature precarious catwalks and some difficult Dash-jumps to special items.

NEW ENEMIES

Gadoc



Gaetoil



Zenus



Zecross



Saurion



Viddun



Gila



Majunun



SPIRIT MONUMENT/ ENTRY RAMP





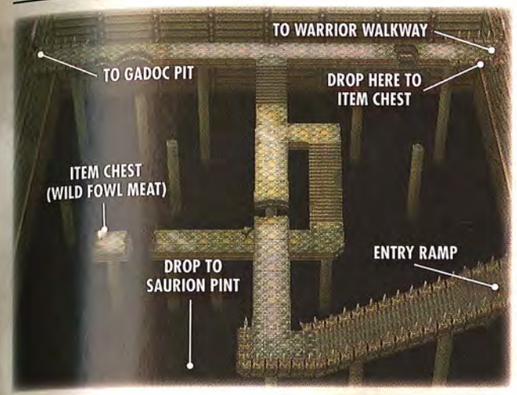
Cross the room to the far door and exit. Descend the long ramp. Note the huge warrior statues on either side of the ramp. Get ready to meet some very odd creatures.

Winged Escape

When you first enter the ruins, you get a message that the Wing of Alma is shining. This means you can use it to escape the dungeon-like ruins at any time. You end up at the Spirit Monument in the Ruins entrance chamber.



CATWALKS



Two new foes await your entrance. Just around the corner on the catwalk, a Saurion hovers—a mechanical, helmet-head creature with razor-sharp pincer claws. Fight him straight up with simple combos. If he knocks you off the catwalk, you fall into the cavern below. Try not to let that happen yet. (If you do fall, skip ahead to the next section, **Saurion Pit**.)



Up ahead to the north, you see a gap in the walkway. Just on the other side, a green Zenus is attached to the catwalk. This immobile mech-monster starts sparkling and then unleashes a powerful and very accurate laser blast. Leap across the gap and hammer him with your sword before he can fire. If you do see the flash of his laser, jump quickly! You can hop over the blast.





Nail the next Zenus at the next right, then descend the stairs and eliminate another one. Head west and whack the Saurion, then hop carefully across the gap to the item chest and get the Wild Fowl Meat.







Hop back across the gap and climb the stairs, then continue north up the next set of stairs to the northernmost catwalk. Fight your way east through the Saurions, hop over the gap, then stop at the small gap in the horned railing on the near (south) side of the catwalk—it's just before you reach the doorway.

This is the only "drop spot" in the Catwalks area where you can land on a platform that holds an item chest below. So hop through! You land amidst Saurion guards; wipe them out and open the chest to get a new accessory, the **Heavy Belt**. Then hop down into the Saurion pit below.

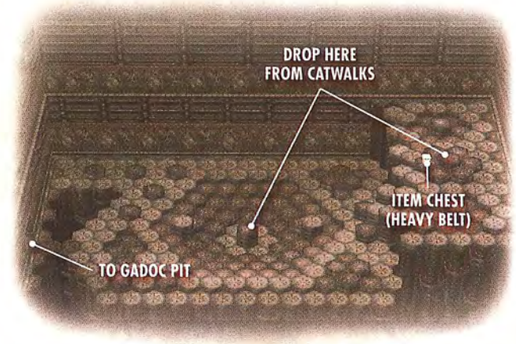




One-Way Ledge

Don't fall off the item chest's ledge during the fight with the four Saurions! If you do, you can't get directly back onto the ledge. You'll have to take a long detour to get back up to the Catwalks room, then return to the "drop spot."

SAURION PIT



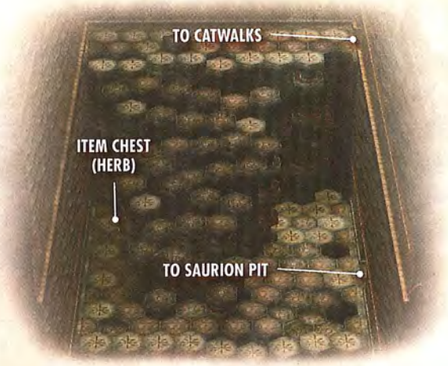
If you fall from the Catwalks, you land on a podium in the center of the pit, surrounded by a squad of Saurions. Stay put for a second. Note that the Saurions can't climb up the raised block, so it's actually a safe spot! From here, leap and Thrust Down on Saurions, then immediately hop back atop the block. Keep this up to wipe out the pack without taking any damage at all.



Now head west and fight through any remaining Saurions into the next room.

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GADOC PIT



This next room has a few Saurions, but most of the foes here are three-legged Gadocs. These annoying hoppers are hard to hit, and their attack is their landing stomp—the impact inflicts area damage if a Gadoc lands next to you. *Ouch!*

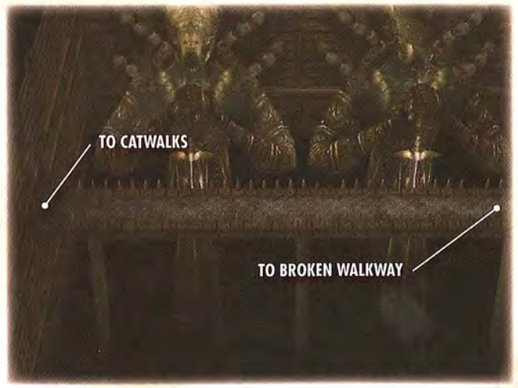


To return to the Catwalks area, you must hop up the stack of platform blocks in the room. But don't go without exploring on the west side of the stack, where you can see the front corner of a hidden item chest. Open it to nab a nice **Herb**. Then hop up the stack to the top and exit east into the Catwalks room.



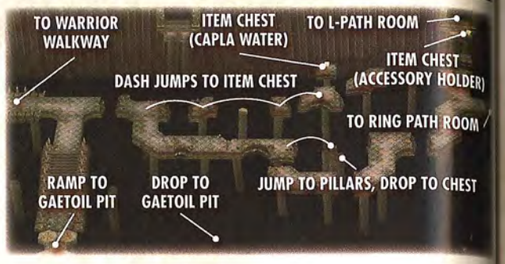
Proceed due east along the precarious catwalk, swinging fast at foes to avoid getting knocked down into the Saurion pit again. Exit the Catwalks room via the east doorway.

WARRIOR WALKWAY



Four massive warrior statues grimly overlook this path. Dash straight ahead into the Saurion and Zenus foes. (A good jump and Downward Thrust special attack works well against the Zenus.) Be free in your movement, too, because you can't fall off this walkway. Keep moving west until you reach the next area.

BROKEN WALKWAY



The next area is a huge hall with catwalks in an extreme state of disrepair, with lots of gaps. Get ready for some jumping. If you get knocked off the walkway, you fall into a cavern below. (If this happens, skip ahead to the next section, **Gaetoil Pit**.) Three chests holding valuable items are available if you can master the tricky Dash-jump.

Zenus sentries sit on still-standing sections of walkway, ready to fire laser blasts. A new menace, the flying Gila, buzzes about and occasionally lets loose a blast of fire bolts that shoot out in all directions.

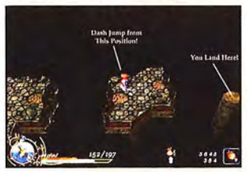


Dash Jumping

You must perform some tricky Dash-jump maneuvers to reach item chests in this area. See the section on "Dash Jump" in Part I of this guide if you need a refresher on this technique.

Item Chest: Capla Water

Here's the first jumping puzzle. From the arrival point, go east and hop across the first gap, clobbering the Zenus there on the landing platform. Dash-jump across to the next platform to the east, then move Adol to the exact spot shown in the shot here and Dash-jump east again.





If you jump from the correct spot, Adol automatically lands atop the pillar. Dash-jump twice more east to the larger platform, then Dash-jump north to the item chest. Nab the valuable vial of **Capla Water**, a potent elixir that recovers all HP, cures all abnormalities, and fully restores your MP gauge. You can try Dash-jumping all the way back, but it's easier to just drop to the Gaetoil Pit below and climb back up.





Item Chest: Galba Hand

From the Catwalks arrival point, go east and hop across the first gap, again clobbering the Zenus (now respawned) across the way. Go south and veer east to nail the next Zenus before it zaps you. Continue east along the long section of walkway to the next gap, eliminating another Zenus there. A very annoying Gila hovers to the south, spewing fire bolts at you. Try to lure it west so you can hack it out of the sky. Then stand at the easternmost edge of the long walkway section, facing the group of four pillars to the east.



Dash-jump to the cluster of four broken pillars. You may end up right in the middle of them; if you land atop one of the pillars, just step into the middle and drop. You land directly on top of a pillar in the Gaetoil pit below, right next to an item chest! Open the chest and nab the **Galba Hand**. *Don't move yet, though!*



Secret Alcove



You can't see it, but there's a secret alcove high on the wall directly north of the pillar with the Galba Hand chest. From atop the pillar, Dash-jump north to the far wall. It's not as tough as it looks; Adol lands on a hidden platform that is only visible with the Rainbow Fragment. Climb up to the high alcove, enter… and prepare to get wasted.



Meet the indestructible Majunun. This brutal creature spews white energy blasts or orange rebounding projectiles; each inflicts a one-hit kill. It also transforms itself into a huge slavering beast that hammers you with force waves.





Super Beast

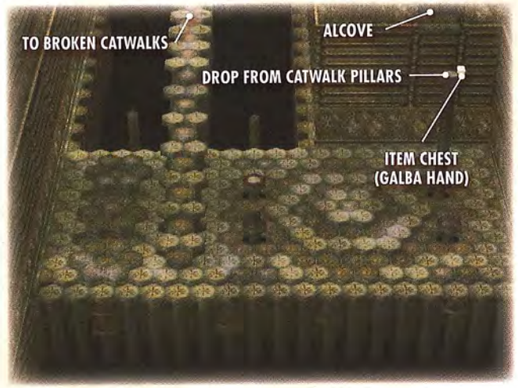
The Majunun actually has the scariest stats of any foe in the game, including the Bosses! You simply cannot defeat it at this point. In fact, Adol's experience level must approach 60 and carry level 11 swords before you can even think about challenging this terrifying monster.

All you can do is try to avoid these attacks and hustle toward the chest. If you make it (and it will probably take numerous tries), open the chest and claim the **Eldian Orb**, a precious gem that absorbs spiritual power and improves MP gauge recovery. Then exit and drop to floor of the Gaetoil pit. Whew!



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GAETOIL PIT





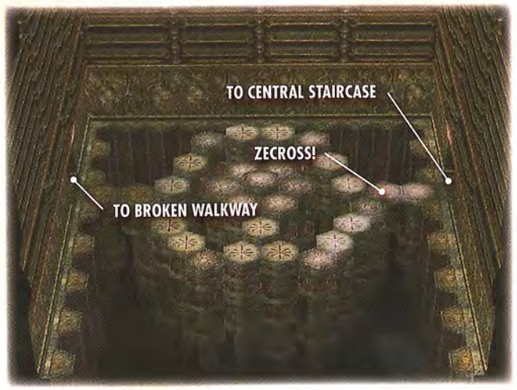
Gaetoils are interesting foes. None of your early hits seems to do any damage whatsoever to a Gaetoil—that's right, at first your hits record *zero* damage. But in fact, your hits are degrading its protective shell. Eventually, you break through and your strikes inflict full damage. (The Gaetoil's MaxHP is actually pretty low, so it goes down fast once its shell protection is depleted.) Just keep swinging and putting together combos to keep the beast from spewing his lava droppings. Sooner or later, the Gaetoil explodes.

At the west end of the room, a flight of Gilas buzzes around, firing their salvoes of fire bolts in all directions. Nail them just for spite, then hop up the exit ramp. This returns you to the Broken Walkway room.

BROKEN WALKWAY

Work your way eastward, hopping across gaps and whacking Zenus and Gila foes along the way. Continue all the way to the eastern exit door.

RING PATH ROOM



The good news is you can't fall off of the walk-stones that form a curving path around this room. The bad news is you face a highly lethal new enemy, the Zecross, on the far side of the room. First, watch out for the Gaetoil posted in the center. Hammer him, then rush the Zecross.

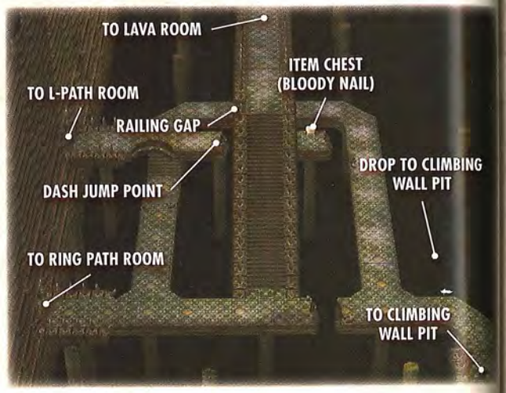


The Zecross slings pairs of deadly boomerang discs, which not only inflict serious damage, but also continue their full flight pattern—flying out, and then all the way back to the Zecross that tossed them—even after the Zecross is destroyed. The discs are fairly slow, however, so if you're vigilant you can dodge them easily enough. Exit the room to the east.

Automatic Disc Return

When fighting a Zecross, don't get lulled into complacency when he dies! Keep an eye out for his returning discs.

CENTRAL STAIRCASE



You enter a large hall with walkways weaving around a big central staircase. A variety of foes lurks in the area, including another Zecross posted at the top of the stairs. If you fall, you drop to a Climbing Wall pit. (See the next section, **Climbing Wall Pit**.) There's an item chest on a platform just to the right of the staircase. Reaching it is a little tricky, though.

To reach the chest, climb the staircase and slaughter the dangerous Zecross with a Downward Thrust attack or two. Then find the opening in the railing at the top of the stairs on the left side. From this jump point (see our map), leap down onto the platform just below. Move near the gap facing east, and then make a blind Dash-jump east.

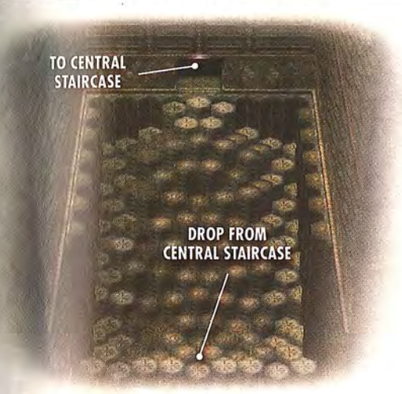


Adol disappears beneath the staircase! Push the stick right and jump again to reach the platform to the east where the item chest sits. Open the chest to get a **Bloody Nail**, an "eerie finger accessory" that regains some HP every time you kill an enemy.

Now hop down onto the walkway to the east and work your way back to the staircase. Repeat the jump through the railing gap and head west this time to the doorway. (Skip ahead in this walkthrough to the **L-Path Room** section.)



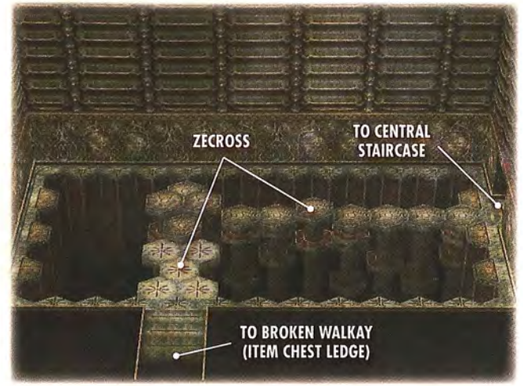
CLIMBING WALL PIT



If you fall from any of the walkways in the Central Staircase hall, you drop into this pit, which features a stack of block platforms populated by a pack of Gaetoils. Simply hop back up the blocks, whacking a few Gaetoils on the way up.



L-PATH ROOM



Two Zecross monsters block the narrow route across this room. Avoid those discs! The path bends 90 degrees to the south, then leads out onto a ledge overlooking the Broken Walkway hall.



ITEM CHEST LEDGE (BROKEN WALKWAY)

Hey, you're standing next to an item chest! Open it quickly, grab the **Accessory Holder** (adds one more Accessory slot), then exit before you get hit by fire bolts from a Gila hovering nearby. Go back into L-Path Room and fight your way back to the Central Staircase.



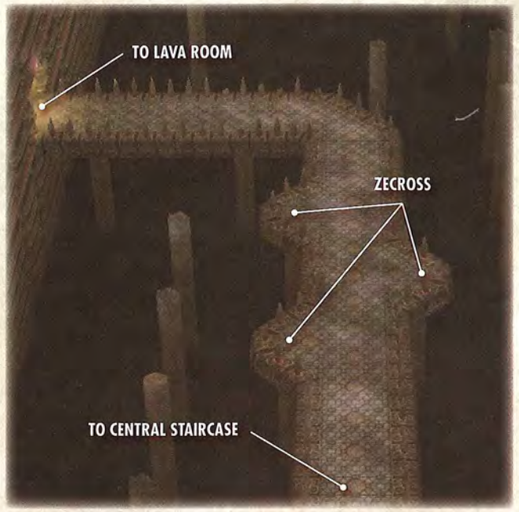
CENTRAL STAIRCASE

Now you can equip that Bloody Nail or Eldian Orb you just found; put it in the newly available Accessory slot. Drop down onto walkway and climb the main staircase, using Downward Thrust again on the Zecross at the top. Continue north up the path.

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ZECROSS ALLEY

Three Zecrosses guard the walkway heading north. Nail them one by one and continue to the next doorway.



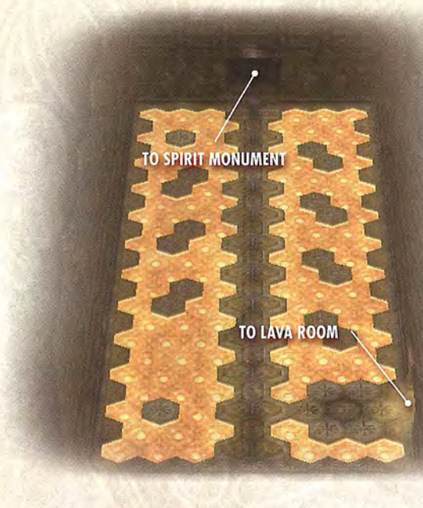
LAVA ROOM



Tough room! Try to avoid stepping in lava as much as possible. Fight west past Zecross disc-tossers and hovering Gilas, then hustle through the next doorway.



LAVA GAUNTLET/ SPIRIT MONUMENT





Tougher room! Brutal, in fact—this is truly a gauntlet, with Zecrosses lining the corridor leading north. Our advice: just sprint and hop like a madman up the middle of the room to the doorway at the north end, which leads to a healing Spirit Monument. Save your game there!

If you're not level 26 yet, go back south into the Lava Gauntlet room, bash some enemies—watch your health!—then retreat back to the Spirit Monument for healing. Keep this up until you rack up enough EXP to level up to 26. Then head north from the Spirit Monument chamber.

LAVA ARENA: BOSS FIGHT!

Make sure you've got your Honey equipped in the Tool Holder slot, then proceed north, hopping across the lava to the big arena. Pick up the **Mirror Fragment** in the center of the arena to trigger the appearance of Sera, another fairy with a really bad attitude. She summons the "Guardian of the Cradle"—and then all hell breaks loose.





Boss Battle: Ud-Meiyu

BOSS STATS: UD-MEIYU

	NORMAL	HARD	NIGHTMARE
MAX HP	800	1360	1920
LEVEL	27		
STR	165		
DEF	175		
LUCK	50		
EXP	6222		

BOSS STATS: UD-MEIYU

ADOL	Level 26
SWORD	Level 6
EQUIPMENT	Livart, Blirante, Kite Shield, Bandit's Mail
ACC. HOLDER	Heavy Belt, Sylphen Boots, Wooden Bracelet
TOOL HOLDER	Herbs (at least 3)

Ud-Meiyu is a big Boss, so of course he's tough. This bounding beast has two attacks, and both are brutally efficient.

First and most troublesome is his jumping "ground-pound." The landing after each towering leap sends out painful shock waves in all directions. But its secondary effect is equally troublesome. Ud-Meiyu's landing also knocks stone tiles out of the arena platform. These sink into the lava lake, reducing the area Adol can run without suffering lava damage.





Ud-Meiyu's second attack is equally deadly, but has no secondary effect. The monster whirs and raises its legs, then starts spinning. If one of the legs hits you, it inflicts serious hurt, even if it's still spinning slowly. So run and keep your distance until all spinning movement halts.





The key to success here is fourfold. First, you'd better have a full complement of nine Honey servings equipped in your Tool Holder. Chances are you'll need every one of them.



Second, equip Livart as your weapon and press ◉ to trigger your Sword Magic whenever the MP gauge is full and Ud-Meiyu is within striking range. Livart's Sword Magic can get in quick multiple hits that inflict good damage.

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Wasaa of Quatera
Mythos Path
Port Rinoorge
Canaan Plains
Grana Vallis
Ruins of Amnesia
NE Quatera
Limewater Cave
Cave Lake
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Kishgal
Napishtim

Third, learn to time a jump just as Ud-Meiyu lands after a big leap. If you jump at the right moment, you can leap over the shock wave and avoid damage and, just as important, avoid getting knocked down.

Opening Gambit

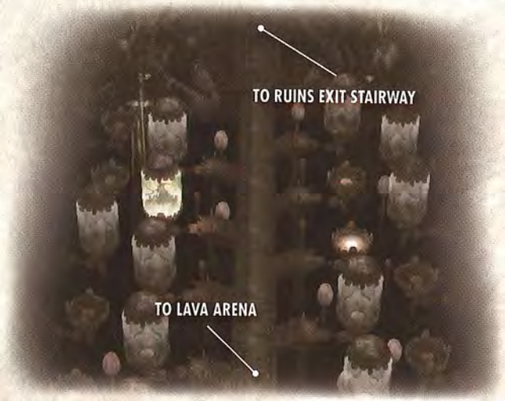
The *moment* the fight is activated, pull the analog stick toward you to run south (out from under Ud-Meiyu's landing spot) and quickly punch ✕ to jump over the shock wave. Then rush up to the monster's face and hit ● to trigger a Sword Magic attack. This way you can score good hit points in the opening few seconds!

Finally, constantly maneuver to get in front (south side) of the monster, and then quickly mash those buttons to get in multiple Upward Thrust attacks when he's in range. You must get in as many jumping hits on the monster's face as possible during the short intervals when Ud-Meiyu is on the ground and not spinning. The only way to win this fight is to land Critical Hits, which occur randomly. Obviously, the more hits you land, the greater the odds that some will be Critical Hits.

Keep an eye on Ud-Meiyu's shadow whenever he leaps high out of sight. It will indicate his landing spot. Try to rush to the spot just south of his landing spot, punch ✕ to jump over the shock wave of his landing, then immediately launch Sword Magic and/or Upward Thrust attacks. Try to avoid running through exposed lava, but keep in mind that it may be worth it to launch attacks from the molten lake if you can score a Critical Hit on Ud-Meiyu's face.

Good luck!

RUINS EXIT





When Ud-Meiyu finally falls, Sera returns and says, "The path to the Sanctum has been opened." Then she's off. Exit the arena to the north. Follow the long walkway north to the Ruins of Amnesia exit stairway. Climb the stairs and emerge into the Zemeth Sanctum.

ZEMETH SANCTUM: ENTRY



Climb three sets of stairs up to the Sanctum's portal doorway. Proceed through the doorway.



ZEMETH SANCTUM: ALMA'S GARDEN





Climb the ramp to the platform and approach the pure white statue with wings. The voice of Alma sounds in Adol's head! She says, "It was I who sealed the great Ark. I shall entrust the final key to thee." An ornate blue doorway marked with a symbol opens behind the statue.

Alma warns Adol that the stolen Black Key is attempting to open the cover of the Ark. And then her voice falls silent. Walk around the statue and exit via the now-opened doorway to the north.



ZEMETH SANCTUM: KEY ISLAND



It should be clear by now that the Emelas swords function as keys. Blue Livart opened the blue door in the Mythos Path, and red Blirante opened the red door. Now Alma is giving you the Yellow Emelas sword, named Ericcil; it floats on the rightmost podium. Approach Ericcil and press ■ to obtain it.



Now exit the Zemeth Sanctum. As you reach the first staircase in the Entry area, Geis suddenly appears! He's a bit irritated that you beat him to this place, but then goes into the garden. Follow Geis into Alma's Garden to find him standing by the yellow pillar and saying, "I've closed up all the keyholes now." He's plastered talismans on the pillars, and warns you not to remove them. Geis says his plan isn't a permanent solution, but it will keep pesky people away and buy some time.





After Geis leaves, you can examine the pillars surrounding the white statue in Alma's Garden—yellow, red, and blue, the same colors as your swords and the portals in the Mythos Path.

Exit the sanctum and return to the Ruins of Amnesia, then use the Wing of Alma to escape the ruins and teleport to the Spirit Monument near the entrance from the Mythos Path. Exit the ruins via the east door.

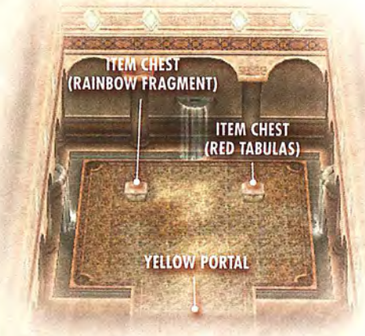




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YELLOW PORTAL ROOM





Turn north and approach the yellow portal door. Switch swords to Ericcil, your new Gold Emelas rapier, enchanted by the lightning spirit. Whack the yellow door to open it, then enter the room behind it.





Aha! Not one, but *two* item chests! One contains a **Rainbow Fragment**, a prismatic Emel crystal that shines brightly in the dark and "reveals hidden true forms." The other holds a Red Tabulas. Hey, we know someone who can read these things, don't we? Take the Mythos Path to the Coast Road and return to Port Rimorge.

PORT RIMORGE

Welcome back to the happy hamlet. Let's make the rounds. First, go to Isaac's Inn.

Isaac's Inn

Talk to Agu, the blue-haired Rehdan sitting at the table. He offers to trade the Capla Water for "something special." Select Yes to receive a powerful **Emel Mallet**. When equipped, it helps you gain extra Emel. Talk to Agu more to learn some facts about Quval, the designated successor to Chief Ord, and his relationship to Leav, the Emelas craftswoman in town. Talk to Isaac to learn that the suspension bridge is repaired and Rehdans have been seen visiting Baslam. Then have Augus translate the Red Tabulas. Exit the inn and go next door to Baslam's house.





Baslam's House

Talk to Lloyd to learn that "a bevy of hard-shelled beasts infests a cavern on the Canaan Plains." (He refers to the Limewater Cave.) Their weakness can be exploited with a certain bell, however. Unfortunately, it appears Ur has lost this bell. Go into Baslam's study and talk to him. He lends you a **Gratios Talisman** for finding a way to Zemeth Island. This talisman lets you breathe underwater! And he know just the place you can use it. Exit and go to Leav's Emelas Studio.





Leav's Emelas Studio

Talk to Quval to learn that Isha came with him on his visit. She's at Professor Raba's hut. Then have Leav improve your swords. First, get the new yellow sword, Ericcil, up to at least Level 6. Then, if you have enough Emel, raise all three swords (Livart, Blirante, and Ericcil) up to level 7. Exit and go to Professor Raba's hut.



Emel Up with Crevia!

If you don't have enough Emel for good sword improvement, use the Wing of Alma to visit Crevia and complete the next trial. Then select the Emel treasure as your reward.

Professor Raba's Hut

The conversation automatically starts when you enter the hut. Ur teases Isha, and Raba admonishes the boy. Ur exits to "hang out with Tise." Talk to Isha. When she asks you which village you prefer, select the one you want. (If you pick the Rehdan Village, Isha is pleased.) Talk to her again; she tells you about a strange piece of wood that drifted off to sea near the suspension bridge and disappeared behind the island. The wood triggered an image of Adol's face for Isha!



Talk to Raba to learn about Sunrise Inlet, a place that's difficult to reach. Then ask all questions *twice*. (Raba gives additional info the second time.) The mention of the word "Ark" bothers Raba. Legends refer to an Ark into which Alma sealed all the evils of the world. He suspects the red and gold fairies of foul play, and also suspects that Geis, the young mercenary, may be able to use magic. Exit and go down to the Dock.

Rimorge Dock

Talk to Ur twice. The second time, he tells how he lost the "important thing" (the bell, no doubt) he'd borrowed from Sir Lloyd. He lost it on the Canaan Plain while being chased by a huge bee. Aha! You need this object before you can move on to Limewater Cave. Talk to Tise. She tells you Anice saw something that looked like a ship drifting out to sea. Exit and go to Rose's Shop.



Rose's Shop

You should have tons of Gold by now, so go shopping for new equipment. If you can afford the Breast Plate, buy it now for a real DEF boost. Exit the shop and head north out of town. Follow the Coast Road all the way to the newly-rebuilt suspension bridge and cross over to Quatera Island.





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Northwest Quatera

Beasts abound in this neck of the woods, and one is a brutal Sub-Boss. But Olha is out at Windseeker Heights and you have another fragment of mirror for her. These dangerous woods give you a chance to improve your skills, boost your stats, and gather lots of Emel and Gold. You can also find a valuable accessory in an item chest.

NEW ENEMIES

Yurefua



Zadrom



Bholgillum



Gaposdhala



WOODS OF QUATERA



Work your way through the woods to the Spirit Monument south of the Rehdan Village. Talk to Largo to learn that Olha set out for Windseeker Heights. He suggests you wait until she returns, as the monsters there are too tough for you. *Oh, really?* Let's just see about that. Continue west into the Western Woods area and turn south to the Moonset Shore.



Moonset Shore

Here's where you can try out the loaner from Baslam. Walk down the beach into the water and find the spot where you get a message about an underwater path. A new message appears—the Gratios Talisman is glowing! Now you can proceed along the underwater path. Follow it to the small cove and open the item chest to retrieve another vial of **Capla Water**.





Return to the beach and head north into the woods. Continue north to the intersection and go left. (Turn *right* if you haven't yet looted the item chest hidden just to the northeast.) Follow the path west and north to the ornate gate. Hop over and continue into the northwest woods of Quatera Island.



NORTHWEST WOODS 1



Follow the narrow path around the bend to the west. When it curves back north again, you see a new foe. The Yurefua spews a Poison like its Refua cousin, but it's a much tougher plant, and its toxic exhalation can also inflict Confusion, an abnormal state that reverses the directional controls—when you push the Analog Stick left, Adol goes right! Confusion is indicated by swirling yellow stars around Adol's head.



Boots and an Earring

Monsters in the northwest woods of Quatera can inflict Slow, Poison, and Confusion abnormalities on Adol. Equip the Sylphen Boots to negate Slow, then find the Runed Earring in the northwest woods and equip it to counteract Confusion.

Avoid the mist and nail it with a good Downward Thrust attack or two, then head due west into a hidden passage through the trees that leads to another Yurefua guarding an item chest. Defoliate the foe and open the chest to get an expeditious **Limurian Mushroom**, which cures all abnormal effects when consumed. This magical fungus can be useful in these woods.





Return to the main path and continue north. Seto birds suddenly flutter in and start dropping dangerous new foes. The armored Bholgillum is charged with electricity that turns on and off. When sparkling, the beast inflicts shock damage and knocks Adol to the ground whenever contact is made. The attack can also inflict Confusion and Slow.



The electrical jolts are bad enough, but the Confusion state can be deadly. Fortunately, your Sylphen boots negate Slow, and there's a Confusion cure nearby. Hop over attackers and sprint northward up the path. When you reach the spot where the main path branches, veer to the right. Follow the narrow path up to an item chest that holds a handy **Runed Earring**. Equip it immediately; it negates Confusion! Now you can return to the main path and better confront the Bholgillums.



Note that your own hits can land and inflict damage while the Bholgillum is electrified, but the contact still gives you a jolt in return. Best tactics: Simply run away until a chasing Bholgillum stops crackling with electricity, then *quickly* nail it with combo attacks. Also note that a good Downward Thrust special attack onto a charged Bholgillum can knock the beast away as you descend, landing blows that don't shock Adol. If you're surrounded by Bholgillums and your MP gauge is full, press ◉ to trigger Sword Magic.

Stop Delivery

As always, you can nail incoming Seto birds as they drop off their Bholgillum packages. Jump and swat them out of the air to reduce the number of "deliveries" into the current area.



One other pesky foe lurks in this area. The Zadrom, a small seahorse-like creature, arises from the waters and spits at you. The damage Zadroms inflict is small, but annoying because they're hard to reach. Continue northward along the main path to the next area.

How to Zap a Zadrom

Equip your fire sword, Blirante, and use its special skill attack. Hold down ◉ as you face where the Zadrom lurks, trying to time the delayed fire strike with the creature's rise from the water.



NORTHWEST WOODS 2

The path splits where you arrive in the new area. First, go right (east) and proceed to the end of the peninsula, where you find an item chest filled with **Wild Fowl Meat**. *Yum!* Then return to the intersection and head west. Watch out for Bholgillum droppings—er, rather, for dropping Bholgillums.



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Boots and Belt Combo

A clever ensemble for woods exploration is to combine the Sylphen Boots with the Heavy Belt. The Belt increases your DEF stat by a solid 6 points, but its weight causes you to suffer from the Slow effect. Fortunately, the Boots counteract that effect! Equip both, and keep the crucial Runed Earring in your third Accessory Holder slot to ward off Confusion.

Follow the main path as it twists northeast and leads into another clearing. Wipe out a few more monsters, then exit the clearing to the northeast, following a path that ends at a raised platform with a spectacular view.



WINDSEEKER HEIGHTS



Climb the stairs and approach Olha, who plays the flute. Talk to her to get a description of the view. Across the water you see the Zemeth Sanctum and, beyond that, Grana-Vallis Mountain, two places you've recently visited.



Talk to Olha again to give her the second Mirror Fragment (the one you got from the Ruins of Amnesia). In return, she gives you a **Seed of Power**, a nice gift that adds 1 to your STR stat. (Use it right away. You'll need it.) Descend the stairs and return to the clearing, then head west up the path toward the next area. But before you enter the Gaposdhala's lair, be sure the MP gauges for all three swords are fully charged and you have a good healing item equipped in your Tool Holder.



SUB-BOSS: GAPOSDHALA LAIR



PRE-FIGHT RECOMMENDATIONS

ADOL	Level 29
SWORD	Level 7
EQUIPMENT	All 3 Swords, Kite Shield, Breast Plate
ACC. HOLDER	Heavy Belt, Sylphen Boots, Runed Earring
TOOL HOLDER	Herbs (at least 3)

The Gaposdhala isn't technically a "big Boss," but with a whopping 1816 HP (in Normal mode) he's much, much tougher than your average monster. Adol should be at level 29 and equipped with a level 7 sword for best results. Be proactive and wade right into the beast, opening with a Sword Magic attack. Retreat and let the Gaposdhala chase you; don't let it clamp its powerful "jaws" on you! When the beast pauses to spit out eggs, nail it hard with a combo. Follow this tactic, hitting with combo after combo until your MP gauge fills up again.







The floral monster spits eggs that hatch into Yerefua, Klimfe, and Klimsaw monsters, so the lair can get crowded and *very* hostile if you just let them hatch. Whack the eggs into the water, but keep your primary focus on the Gaposdhala, wearing him down with relentless hits mixed with the occasional Sword Magic attack. Eventually he drops, allowing you to clear out any hatchlings that survive.

Now head back south across the Northwest Woods, then east through the Eastern Woods, then across the Northeast Meadows to the suspension bridge. Cross the bridge to Canaan Island, then take the Coast Road to Port Rimorge.



PORT RIMORGE

You should have replenished your Emel stash during your adventures in Northwest Quatera, so improve a sword at Leav's Emelas Studio. Next, if you don't have it yet, buy the **Breast Plate** at Rose's Shop. Then head off to the Canaan Plains. On the Central Plain, head west to the Lake Islands area, then go north into Limewater Cave.





Get an 8 for Limewater

In Limewater Cave, it helps to have at least one sword at level 8. If necessary, roam Northwest Quatera or the plains north of Port Rimorge and slay monsters until your stash is big enough (1540 Emel) for a level 8 sword upgrade. Or, if you haven't done so yet, use the Wing of Alma and select "Warp" to go to the next Trial. Select the Emel reward when you successfully complete the test.





Limewater Cave: First Half

Here's the scoop: You need the Bell of Silence in order to reach a crucial item at the end of this first half of Limewater Cave. But Ur lost that bell on the Canaan Plains, and the story he told you on the Port Rimorge dock suggests that a "huge bee" probably has it. You're probably not quite ready to face that creature yet, so our walkthrough will guide you through enough of Limewater Cave to give you the leveling you need (plus some excellent fighting equipment) to retrieve the Bell from the bee.

Note that our walkthrough takes a thorough route through the chambers, leading you to all item chests in the southern half of Limewater Cave. This is *not* the most direct route up to the northern half of the cave.

NEW ENEMIES

Green Dollon

Blue Dollon

Red Dollon

Yellow Dollon

White Dollon

Nabood



Piana-Pius



Sume



Nirva





ENTRY: SPIRIT MONUMENT



Enter Limewater Cave and use the Spirit Monument in the entry chamber if necessary. Cross the chamber to the far exit and prepare to meet a *lot* of slimy creatures. Proceed into the next cavern.

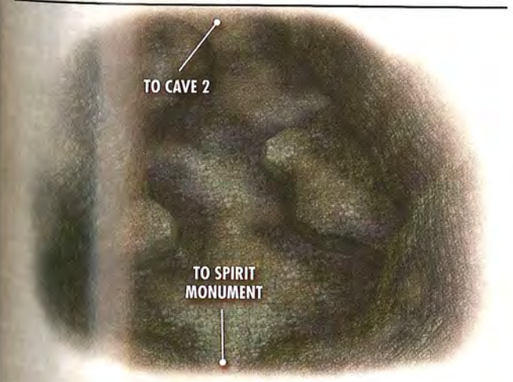


Poison Cure

Many venomous creatures slither around in Limewater Cave. Limurian Mushrooms and Kamio Flowers work fine, but a better antidote is to equip the Silver Armlet available at Rose's Shop in Port Rimorge. Of course, at 20,000 Gold, it's quite expensive. Consider trying one of Alma's trials and taking a Gold reward to help you raise the cash for the armlet.

Since many of the cave chambers you're about to visit lack distinguishing characteristics, we'll just number them for the purposes of the walkthrough. Use the overview map (on the previous page) along with our area maps to keep track of where you are.

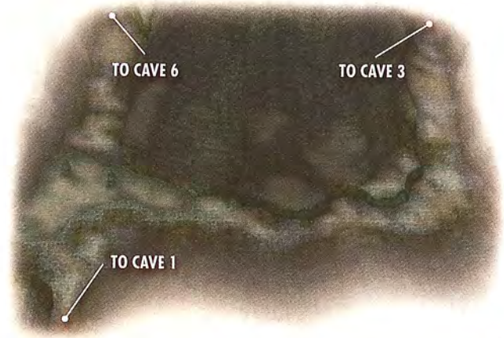
CAVE 1



Hack your way through the poisonous bubble-like creatures known as Green Dollons in this first cave chamber. Hit them straight on or use the more effective Downward Thrust. Exit to the north.



CAVE 2





More Green Dollons lurk at the entrance to this watery cavern. Smash them as you slosh into a pool with three stalagmites rising from the water. Now turn right and follow the corridor to the east. Watch out for the bounding Nabood just ahead.

Naboods aren't particularly tough fighters, but this one stops occasionally to regurgitate a mouthful of disgusting Sume critters. The small, hopping menace bites and inflicts Poison. A good Downward Thrust into their midst can wipe out an entire swarm of Sumes.



Sume HP

The Nabood's Sume swarms can actually provide you with a good HP income! Just equip the Bloody Nail (which siphons HP from every enemy you destroy) and follow a Nabood around, slicing up each Sume swarm he hocks up at you. Watch your HP rise.



Continue east along the corridor. As it curves north, you run into a gaggle of Blue Dollons. Their bite can inflict the Slow abnormality, but if you're still wearing your Sylphen Boots, you'll be fine. Slash them silly and continue north into the next cave.

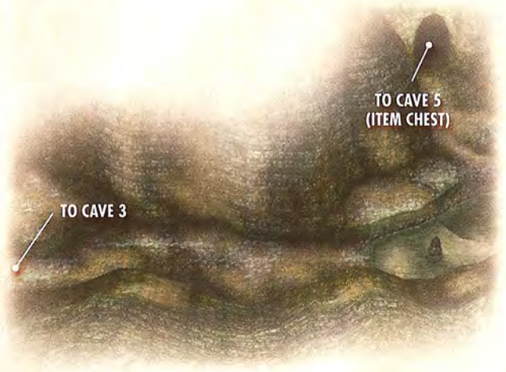
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CAVE 3



This cave forks in two directions. Take a right and head east. Beware another Sume-spewing Nabood, plus a small cluster of Green Dollons. Cut them to ribbons and continue east into the next chamber.

CAVE 4



Red Dollons! These guys inflict Confusion with their bite, so keep your Runed Earring equipped to ward off the affliction as you hack your way through their cute, bubbly flesh.



Continue east and watch out for another Nabood spitting Sumes, plus a new gelatinous foe, the Yellow Dollon. These yellow fellows have a Curse-inflicting bite. You can consume Limurian Mushrooms or Oroi Fruit to dispel the Curse status, but a better tactic is to equip that Magic Talisman you bought at Rose's Shop in Port Rimorge. (You *did* buy it, didn't you?) Follow the corridor as it curves north into the next cave.





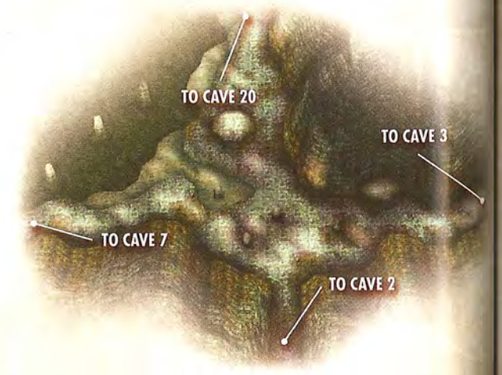
CAVE 5



See? This side trip was worth it. Open the item chest and retrieve a delicious shank of **Wild Fowl Meat**. Mm, that's just *good* eatin'. Exit and fight your way back west through Cave 4 to Cave 3, then turn right (north) at the intersection and follow it as it curves west to the next cave chamber.



CAVE 6



Are you following along on the overview map? Good. Be careful, a Nabood lurks just ahead. The next intersection gives you several choices. Continue west through the stalagmites. Follow the westward path along the shore of an underground pool (populated with spitting Zadroms) into the next cave.

CAVE 7



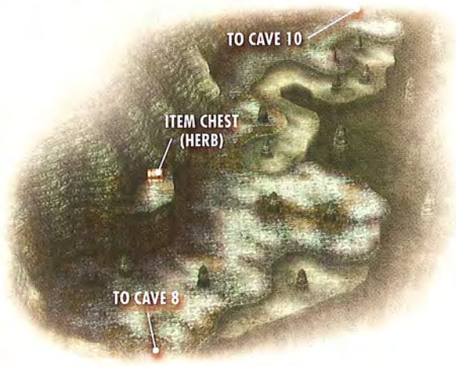
Continue west, fighting off the Nabood. For fun, you can wade into the pool's shallow water and swat a few of those annoying Zadroms. Proceed west to the next cave.

CAVE 8 (SOUTHWEST CORNER)



This next section of cave curves north. As you make the turn, you are in the southwestern corner of Limewater Cave. Fend off a few Green Dollons and another Nabood, then head north.

CAVE 9 (ITEM CHEST)



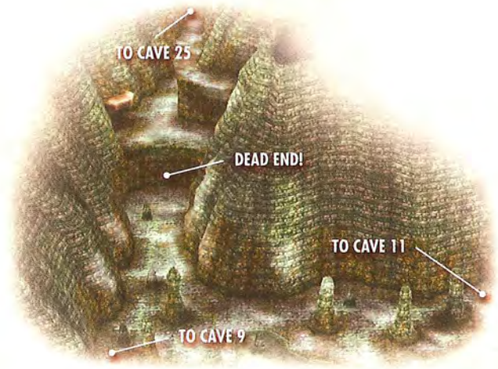
When you step into this area, you hear the snoring of a sleeping Nabood. He sits on a rock ledge just to the north, next to an item chest. Clear the area of the Green Dollons and nail the Nabood when he hops down, then get ready for a tricky little hop of your own.

Approach the south side of the stalagmite, just south of the ledge. Press ⊗ to jump and give the Up Directional button a little tap while you're in midair. You should land atop the stalagmite! Then make a regular jump to the ledge. (It's a tough jump, but quite doable.) Open the chest to nab a useful **Herb**, then hop down and continue north along the lakefront.





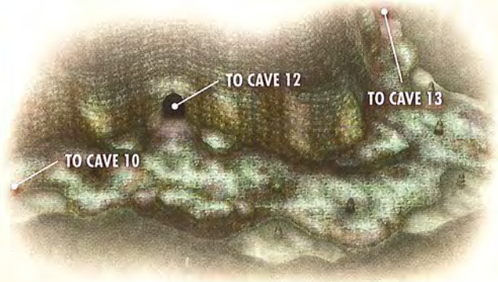
CAVE 10



Due north is a dead end at a platform too high to jump to. Instead, slash through the Red Dollons and follow the cavern that branches east.

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CAVE 11



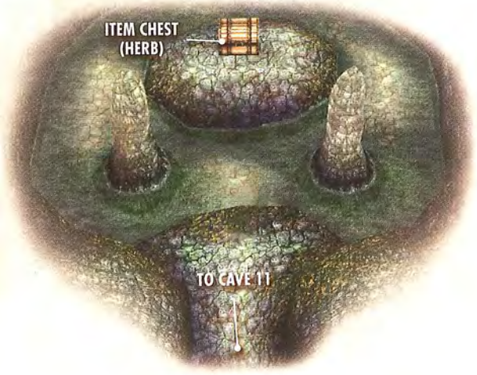


Proceed east until you reach the cave opening in the wall. Watch out for a pair of snoozing Naboods. If you wake them, they both start spitting Sumes! Go north through the cave opening.

The White One

Keep an eye out for the random appearance of a White Dollon. This creature, rare in these caves, is tough to kill but drops quite a load of Emel when defeated. It inflicts no status abnormalities, though.

CAVE 12 (ITEM CHEST)



Open the item chest to get the **Herb**, then exit back to Cave 11 and continue east. Follow the path as it curves north into the next area.

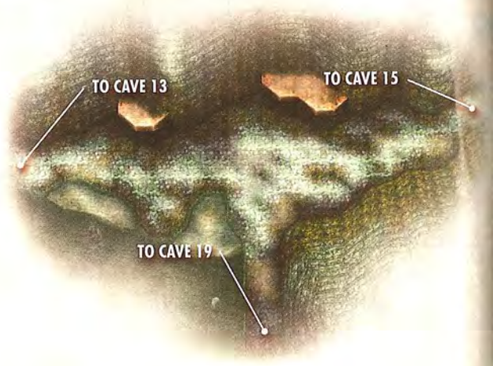


CAVE 13



Go north along the water to your right, fighting through Blue Dollons, until you find the shallows where you can cross to the east. Follow the cave passage heading east.

CAVE 14 (TWO LEDGES)



Continue east, fighting Yellow Dollons and a Nabood as you pass underneath a pair of ledges. A passage runs south, but ignore it for now and exit the area by heading east instead.

Alma's Escape

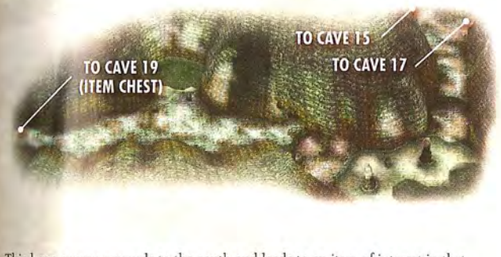
Remember that you can use the Wing of Alma at any time to "escape" the cave system. You end up at the Spirit Monument in the entry cave. This is a good way to save time if you want to return to Port Rimorge to upgrade a sword or buy a new item from Rose—like, say, the Silver Armlet for protection against Poison.

CAVE 15



This chamber features an assortment of Blue and Green Dollons. Whack them and continue east into the next area.

CAVE 16 (FIRST VISIT)



This large cavern expands to the south and leads to an item of interest in that direction. However, for the sake of efficient travel, go directly east from where you enter and move into the next cavern, Cave 17 on the map. (We'll be back to Cave 16 shortly.)

CAVE 17



This large, open cavern is teeming with a veritable rainbow of Dollons—Red, Green, Blue, and Yellow. Smash them all! Once you clear the cave, duck into the cave opening to the north.



CAVE 18 (ITEM CHEST)



Open the chest to grab the fine **Galba Shield** inside. Nice! Equip it immediately to upgrade both your STR and DEF stats. Then exit and fight your way back through the Dollon assortment of Cave 17 to Cave 16.





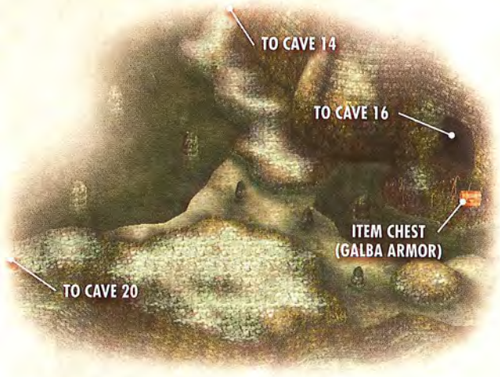
Rehdan Village
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NE Quatera
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Cave Lake
Imperial Fleet
Kishgal
Napishtim

CAVE 16 (SECOND VISIT)



Proceed south to the pool full of stalagmites, and then west across this large cavern. Fight through Green and Yellow Dollons plus one Nabood until you reach the cave opening at the west end. Go through the opening.

CAVE 19 (ITEM CHEST)



Wow! More tough Galba stuff. This time, the item chest holds the **Galba Armor**, which offers a significant DEF boost. Unfortunately, it also inflicts Poison on its wearer, so you can't equip it unless you've also got the Silver Armlet equipped in one of your Accessory Holder slots.





Return to Cave 16 and work your way east, north, and then west back into Cave 15. When you reach the pool, turn right and head north into the next large cavern.

Side-Quest: Rose's Influence





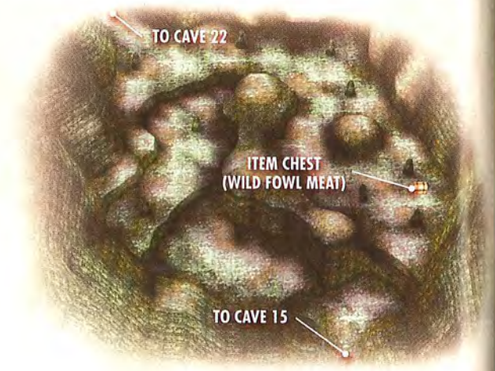
If you buy all of the merchandise in Rose's Shop at Port Rimorge, you aid her ambition to start up a trading company to compete with Baslam. She gives you Rose's Influence, a memo for her brother, Cloa. The next time you visit his stand just outside her shop, you automatically show him the memo. He agrees to buy stuff from you for a good price.

CAVE 20

Our walkthrough doesn't take you through this particular cave, but here's an overview shot anyway—just in case you get lost and end up wandering through!



CAVE 21



An item chest sits high on a ledge to the right, but you have to work your way around to it. Veer left and hop up a series of three ledges, fending off a Nabood on the way. At the top, turn right and fight through the Red Dollons to the item chest. Open it to get the **Wild Fowl Meat**.



BACK TO CANAAN PLAINS

Okay, here's as good a place as any to get that Bell of Silence, which you'll need to finish up the first half of Limewater Cave. If you've been diligently hacking your way through these chambers, you're probably up to level 34 or so by now. If so, use the Wing of Alma and select "Escape" to transport to the Spirit Monument at the Limewater Cave entry.





Exit south to the Lake Islands and go east to the Central Plain. Veer north to the Bridge Basin area, then go west before you cross the bridge. Take the passage on the west side of the area.

LAIR ROUT



Fight your way along this waterfront path—a few Piscklels and Klimfes clog the route. Continue north into the lair of the huge bee known as Piana-Pius.

PIANA-PIUS LAIR



Piana-Pius is one tough bee. He's quick, his attacks deal out severe damage, and his bite and sting can inflict both Poison and Slow. Good equipment (including the Silver Armlet to negate Poison and Sylphen Boots to counteract Slow) is a must. Here are some recommendations for your fight preparation:



ADOL	Level 34
SWORD	Level 8
EQUIPMENT	All swords, Galba Shield, Galba Armor
ACC. HOLDER	Silver Armlet, Heavy Belt, Sylphen Boots
TOOL HOLDER	Wild Fowl Meat x 3

Piana-Pius is a frustrating opponent because he spends so little time within your range. The monster has three attacks. First, he makes a blazing rush at you for some infighting, hovering in your face to chew with his deadly mandibles (the pair of biting jaws on the bee's hideous face). This powerful charge hits with good impact, but also brings Piana-Pius low to the ground, giving you a chance to get in a few good hits of your own. This is a good time to unleash some Livart and Blirante Sword Magic on the brute.

Ericcil the Magnificent

Ericcil's Sword Magic attack, a lightning bolt, auto-targets and can hit Piana-Pius no matter how high the beast hovers. Use it as your primary sword in this battle.

Second, Piana-Pius likes to hover up high, out of range, and unleash swarms of pesky Pisckel flies plus an occasional "stinger missile"—literally, an exploding stinger that tracks to your position. Watch carefully for these and dodge them by running in circles as they approach.



Again, remember to use Ericcil's Sword Magic attacks whenever your MP gauge is full. When the ghastly bee finally falls, you get a massive infusion of EXP (8032 points!) and you can open the item chest in the lair to nab the **Bell of Silence**. Now you can return to Limewater Cave.





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LIMEWATER CAVE: BACK TO CAVE 21

Here's a quick review of the route back to Cave 21. Check your locations on our overview map as you move along:

From the Spirit Monument at the entrance, run due north through three areas (Caves 1, 2, and 6). When you reach the T-intersection in the fourth area (Cave 20), turn right and head east into Cave 19. Follow the path as it curves north and leads to the next area (Cave 14) where you reach another T-intersection. (You should see an overhanging ledge on the north wall here.) Turn right again and head east into the next area, Cave 15. Take the next left turn at the stalagmite-filled pool of water and head north into Cave 21.

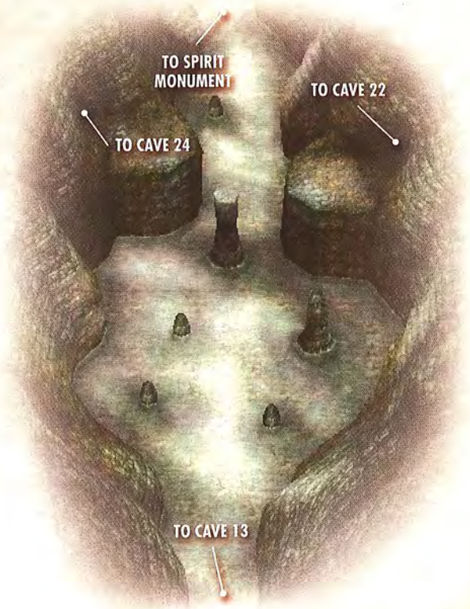
You're back! Now hop up the terraces and leave via the northwest exit.

CAVE 22



Traverse this long cave, heading west; a few Yellow Dollons dot the route. Don't get Cursed! Exit via the cave opening to the west.

CAVE 23





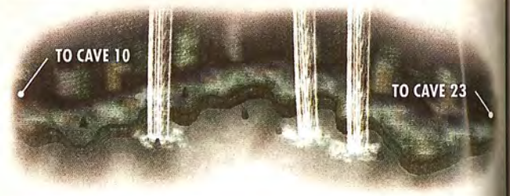
You emerge onto a platform overlooking a ravine with a pool below. A Nabood snores away on another platform across the ravine. A flat-topped column rises from the water halfway between the two platforms. You can make a regular jump to the column, and then jump again over to the far platform. Or you can just Dash-jump all the way across, making it in one leap. Either way, the Nabood wakes and hops down into the ravine. Enter the cave opening on the west side of the ravine.

Falling in Cave 23: The Upside

If you miss the jump across the ravine in Cave 23 and fall into the water below, you can't jump back up to the platforms. You'll have to go south and work your way back around through Caves 13, 14, 15, 21 and 22 again—check our overview map for the easiest route.

Here's the good news: if you fall in the ravine, there's a Spirit Monument in the next cave to the north! So you can heal and save your game before working back around to the ravine jump.

CAVE 24 (WATERFALLS)



Proceed westward along a path that runs behind three spectacular waterfalls. Blue Dollons try to stop you, but the very thought of their pathetic attempts is humorous. Crush them, then exit to the west. You emerge into Cave 10, on a ledge just past the dead end that halted your progress earlier! Now you can proceed north to the next chamber. Hop down, slash the Nabood that makes a run at you, and head north.



Equip the Bell!

Make sure you've got the Bell of Silence equipped before you enter the Nirva Cave. Otherwise, your strikes inflict zero damage on the hard-shelled creatures.

CAVE 25 (NIRVA LAIR)



Got the Bell of Silence? Good. You can now proceed. (Of course, make sure you *equip* the bell first.) This cave happens to be the nesting grounds of a Nirva family. The Nirva is impervious to normal weapon strikes, but the Bell of Silence rings with a frequency that causes your swords to resonate and slice through Nirva shells like butter. Just in case, equip a good health item before you move forward.



The Nirva bite is painful and inflicts Poison, so be sure your Silver Armlet is equipped, too—or else have plenty of mushrooms and flowers ready for use. Then wade into the critters and start slashing. *Important:* Your first hit causes a Nirva to fall to the ground and curl up in a defensive position. If you don't follow up with another strike while the creature's on the ground, the Nirva simply rises to attack again. Finish them off!

Once you clear the room of Nirvas, hop up the series of platforms to the cave opening and enter.

CAVE 26 (ITEM CHEST)

Hop up onto the ledge and open the chest. You obtain the **Gold Tabulas**. Let all three of your swords charge up with MP, then step back out into the Nirva Lair and blast the little suckers again.

Get Nirva EXP

Killing a Nirva gains you 375 points of EXP, so it's not a bad idea to exit and re-enter the Nirva lair and kill the re-spawned swarm a few times to level up. Defeating a Nirva can also be a good source of Emel.

Exit south into Cave 10 and go south to the platform where you dropped down from the waterfall room (Cave 24). Hop up onto the small ledge on the west wall, face east, and then Dash-jump to get back up on the platform. Proceed east behind the waterfalls to the platform overlooking the ravine in Cave 23. Hop down and head north into the Spirit Monument room.

SPIRIT MONUMENT: RAVINE CENTER



Heal up and save. Good job! You're approximately halfway through Limewater Cave. Seems like you've been down here forever, doesn't it? Let's move on.

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Napishtim

Limewater Cave: Second Half

More caves, more monsters, more fun. This northern section of Limewater Cave features some tough new foes and another brutal Sub-Boss, the source of all these annoying Dollons that infect the cave system. Keep the Silver Armlet equipped throughout the northern half of Limewater Cave so you can wear the strong Galba Armor without poisoning yourself.

NEW ENEMIES

Birandi



Birandi (Mimic)



Noodollon

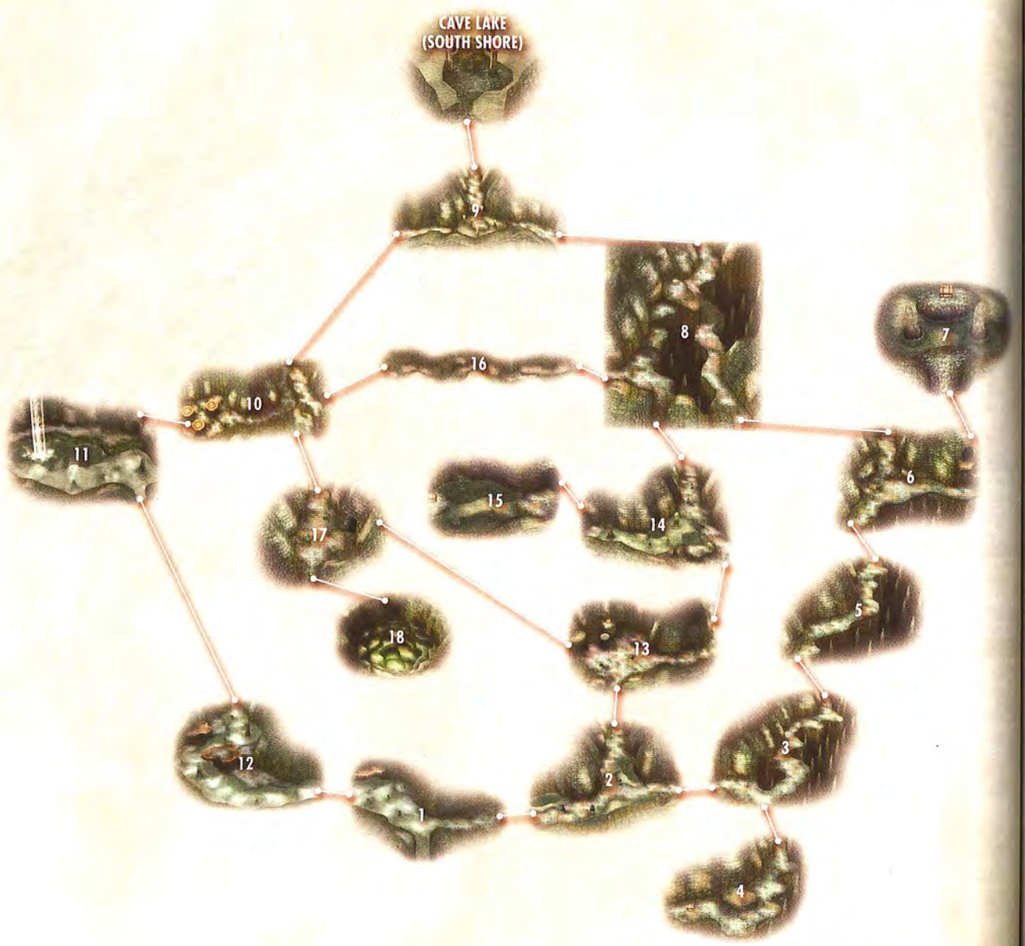


Ghargil



Black Dollon





CAVE 1



Start your cave trek with the Silver Armlet, Rainbow Fragment, and Heavy Belt equipped in your other Accessory Holder slots. As you move from chamber to chamber, switch out those two accessories to counter the status damage attacks of the different monsters in each area. Remember also that you can't damage a Nirva unless you have the Bell of Silence equipped, and you fight with greatly reduced potency against a Birandi unless you've equipped the Rainbow Fragment.

Here's a quick reference:

ENEMY	STATUS INFLICTED	COUNTER
GREEN DOLLON	Poison	Silver Armlet
RED DOLLON	Confusion	Runed Earring
BLUE DOLLON	Slow	Sylphen Boots
YELLOW DOLLON	Curse	Magic Talisman
WHITE DOLLON	None	-
BLACK DOLLON	All (Random select)	-
SUME	Poison	Silver Armlet
NIRVA	Poison	Silver Armlet

You first arrive in Cave 1 from the Spirit Monument at the midway point in the cave. Take a couple of steps north and then turn right, following the passage to the east. Whack the single Green Dollon that slithers along the path.

Equip the Rainbow Fragment before you move forward in this cave. This is your first meeting with a truly creepy foe known as the Birandi, which actually takes two different forms.



Without the Rainbow Fragment equipped, you see a black shadow of Adol wielding a sword. His blows inflict painful damage—just a few strikes will kill you—while your own blows deal very little damage in return.



With the Rainbow Fragment equipped, you see a black, flat, jagged entity with a jack-o-lantern face. This Birandi form fires purple laser shots in all directions, and it can teleport short distances, often disappearing just before you attack and suddenly reappearing behind you. Once you land a blow, however, the creature cannot teleport for a second or two, so take advantage by pressing home a swift series of good combo attacks.

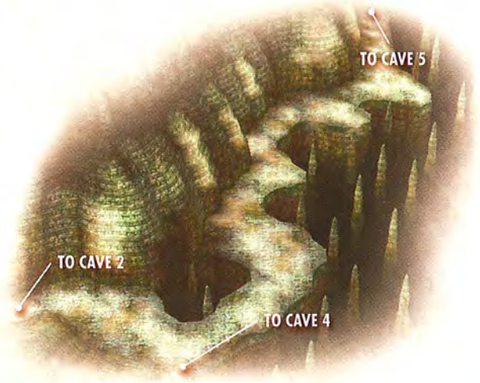
Fight your way east across the chamber. Continue past the intersection and exit to the east.

CAVE 2



CAVE 3

Watch out for Birandis as you move east to the cliff edge, then south to the next area. This section of cave path is home to Confusion-inducing Red Dollons, too, so be ready to equip the Magic Talisman if you take a status damage hit.



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CAVE 4 (ITEM CHEST)

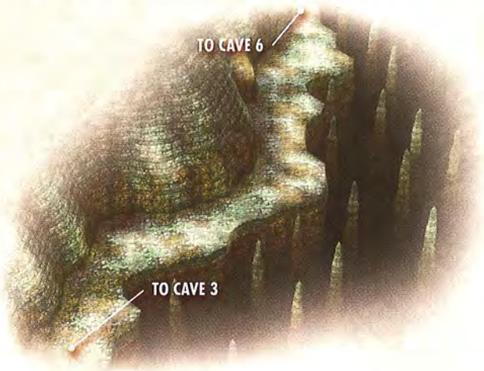


Blue Dollons and a couple more Birandis block your path to the item chest. Open the chest to get another **Herb**. You can never have enough Herbs. Exit the area, heading north back through Cave 3, and gutting Red Dollons as you go. Continue north to the next area.





CAVE 5 (CLIFFSIDE PATH)



Proceed north up the long stretch of path at the edge of a cliff. More Blue Dollons and Birandis line the route.

CAVE 6



Now you reach an intersection crawling with Curse-inflicting Yellow Dollons, so you might want to pop the Magic Talisman into one of your Accessory Holder slots. Turn right at the intersection and head north to the two ledges where Nirvas slumber. Rudely awaken them (as long as you have the Bell of Silence equipped, of course) and swat them down, then hop up the ledges to the cave opening. Enter the next cave.

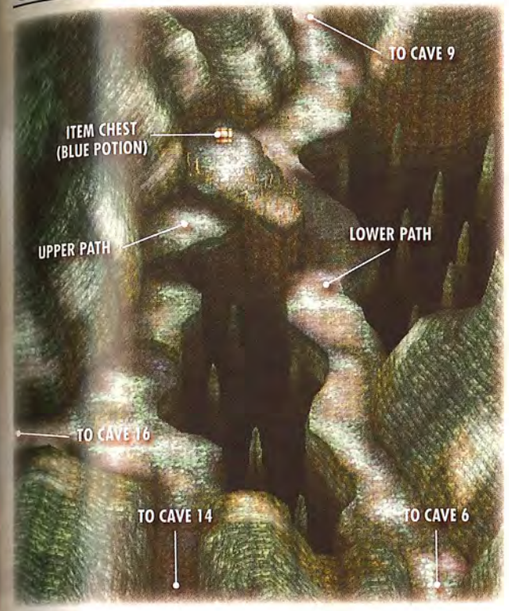
CAVE 7



Walk out on the ledge—don't worry, you can't fall off—and open the chest to nab the very valuable **Accessory Holder**. This upgrade adds another slot to your holder, so open up the Camp Menu and put in another accessory.

Exit back to the ledges of Cave 6 and bat away the Nirvas again. Drop down to the path and head west and then north through the Yellow Dollons and a lone Birandi

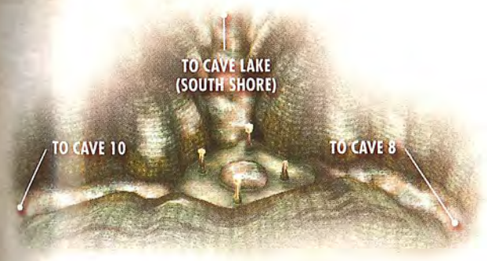
CAVE 8: FIRST VISIT



This area features an upper and lower path. You travel on the lower path as you enter Cave 8 the first time. Beware of a pair of Birandis, and note the Nabood sitting next to an item chest on the upper path to the left as you move north. We'll get to that chest later. For now, continue north to the next cavern.



CAVE 9





Ghargils! These repulsive mega-bugs infest this three-way intersection. To strike a Ghargil safely, avoid its three red, spear-like feelers and hit it hard with the quick-hitting Ericcil, or jump over the top with a few Downward Thrust attacks.

But that's not all you'll find in here. The dreaded Black Dollon can inflict any one of the status damage attacks—Poison, Slow, Confusion, or Curse—with each hit. So attack it before the black plague can hit you.



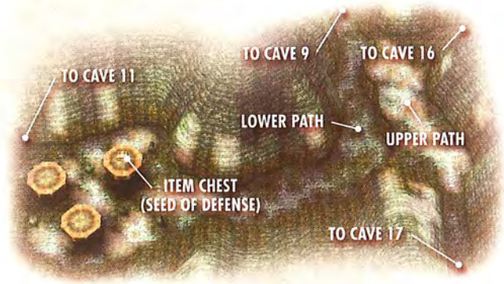
Get Higher

Both the Ghargil and the Black Dollon share an inability to climb very high. A good tactic in this cave is to climb the platform in the center of the pillars, use it for jumping down on surrounding foes with Downward Thrusts, then hop back up to avoid their counterattacks.



Work your way through the four pillars in the cave's center area and keep going west, following the narrow passage as it curves south into the next chamber.

CAVE 10 (ITEM CHEST)



You enter another cavern with an upper path and a lower path. This time through you're on the lower path. Follow it as it curves west to three raised circular platforms. A nice item chest sits atop one of the platforms. Annoying Nirvas nest atop the other two. Since you must hop up the platforms to reach the chest, you'll have to stir up the Nirvas. Be sure you've equipped the Bell of Silence!



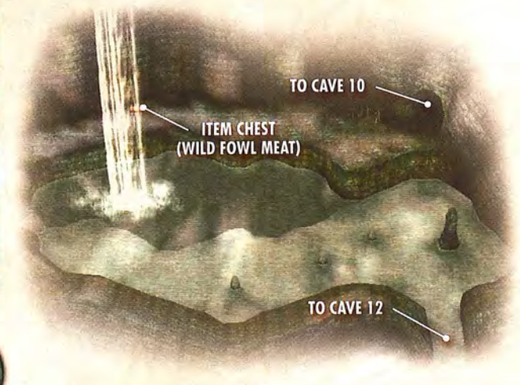
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Approach the platforms and simply hop a few times to lure Nirvas toward you. Let them get close, then trigger Sword Magic to snuff out the whole swarm. Wipe out any remaining flyers and then jump up onto the westernmost platform. Stand in the spot shown here in the screenshot, facing the platform with the chest. Then perform a Dash-jump to reach the chest and its contents, a **Seed of Defense**. Use the seed right away! Then hop down and exit via the cave opening to the west.





CAVE 11 (WATERFALL)



Fight through two Birandis to the item chest behind the waterfall. Open it to acquire the succulent **Wild Fowl Meat**, and then continue along the path as it curves around the cavern, dropping down a series of steps into shallow water. If you're running low on health and health items, equip the Bloody Nail (which regains HP per enemy killed) and follow the Nabood, waiting for it to spit Sumes. Hammer them to gain HP. Exit from the southeast corner of the area, bearing south.



CAVE 12

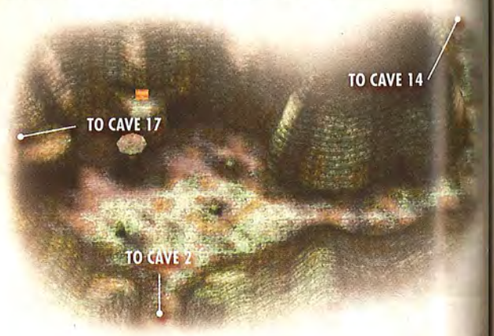




This open chamber features two raised platforms, both of which are populated by numerous Nirvas. Be sure you have your Bell of Silence equipped, then take on each swarm. A pair of Birandis make things even more interesting.

Follow the stream as it curves east and returns you to Cave 1, the cavern just north of the Spirit Monument. Go south to heal up and save your game, then come back to Cave 1 and turn right (east) into Cave 2. There, equip Ericcil and veer north and proceed into the next area.

CAVE 13: FIRST VISIT

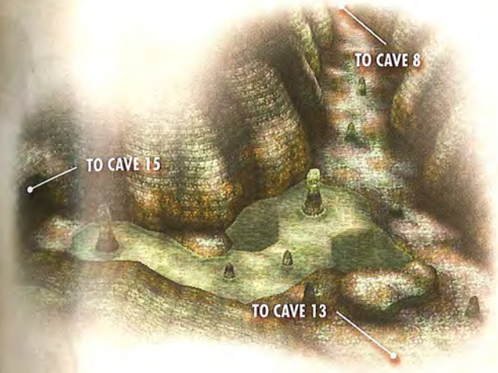


Slice through the Ghargil quintet that guards this cavern. You can see an item chest on a high platform, but you can't reach it from here. Head for the exit passage on the east side of the cave and follow it to the next area.





CAVE 14



More creepy Ghargils infest this cave. You can hop up on the low platform just ahead to keep out of their reach as you get the lay of the land. Then dice them up and slosh along the watery passage west to the cave opening. Enter the cave.

CAVE 15

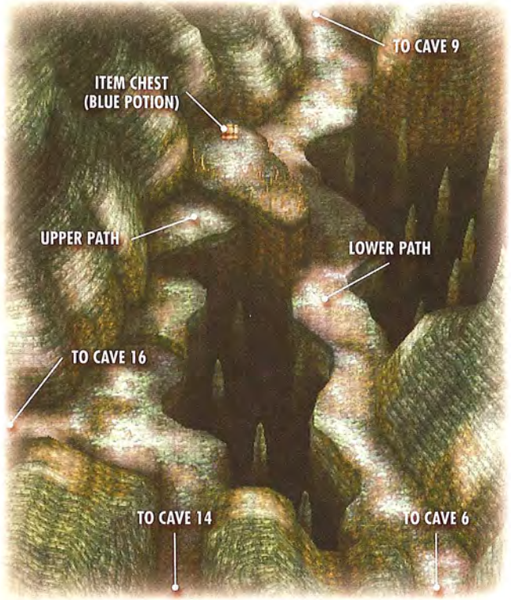


Open the chest to receive a Blue Potion. Exit back to Cave 14—remember, those Ghargils have respawned!—and proceed north to the next area.





CAVE 8: SECOND VISIT (ITEM CHEST)



This brings you back to Cave 8, but this time you're on the upper path. Fight your way up the stone steps to the item chest and step carefully to it. (If you fall off the ledge to the lower path, you face a long trek to retrace your route back to the upper path.) Open the chest to get another **Blue Potion**; then go back down the steps and head west along the narrow passage.

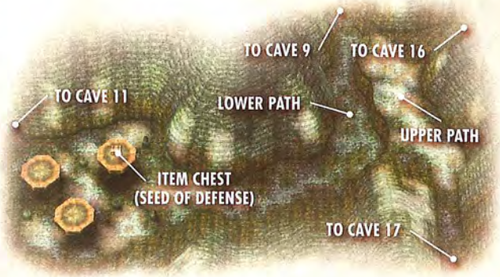
CAVE 16



This foggy corridor is overgrown with vegetation and crawling with Ghargils. Hack your way down its length through four of the big insects until you exit from its west end.

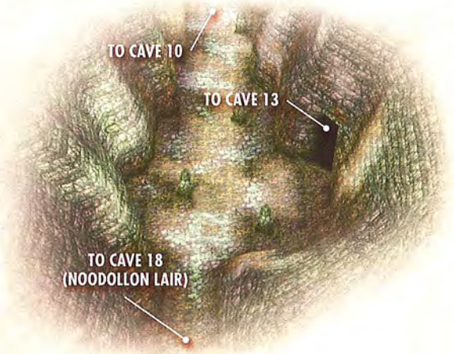
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CAVE 10: SECOND VISIT



This brings you back to Cave 10, but this time you travel the upper path. Follow it south, nailing a Nabood and a Birandi. Be careful not to fall onto the lower path, or you face a long, circuitous trip back up to this point.

CAVE 17



A lone Birandi harasses you as you move south to the cave opening on the east wall. Go through that opening.

CAVE 13: SECOND VISIT (ITEM CHEST)



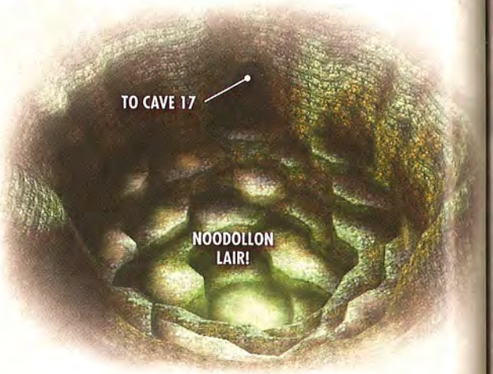
Direct Adol to the spot shown in the screenshot, facing east. Dash-jump east to the smaller platform, then turn north and take the short hop to the item chest. Open it to acquire a **Capla Water**. Now try to reverse your jumps back to the west ledge and return through the cave opening to Cave 17.





If you don't make it and fall to the cave floor, you'll have to work your way back around, going north through Cave 14 to Cave 8, west through Cave 16 to Cave 10, then south to Cave 17. Whew! Then proceed south into the Noodollon Lair.

CAVE 18 (NOODOLLON LAIR)



Time for another sub-boss battle. The Noodollon is queen of the dollons, or maybe king, we're not sure. In any case, here's what you should bring to this battle royal:

ADOL	Level 39
SWORD	Level 8
EQUIPMENT	All Swords, Galba Shield, Galba Armor
ACC. HOLDER	Magic Talisman, Silver Armlet, Runed Earring, Sylphen Boots
TOOL HOLDER	Herbs (at least 7) or Wild Fowl Meat (3)

The Noodollon has two attacks. First, it emits dozens of Dollons of every color into the pit, so unless you equipped the proper accessories, you can expect to suffer some status damage. Second, it swirls up high in the air and emits killer homing bubbles that can track you around the lair.



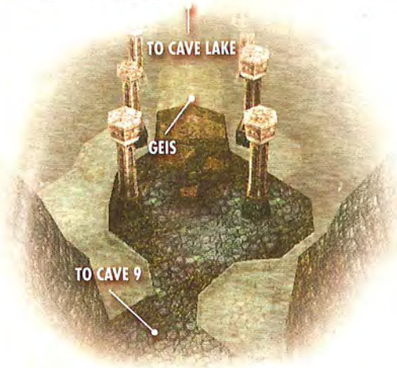


If your accessory ensemble gives you immunity from all four of the status abnormalities, you can essentially ignore the Dollons. If you have at least one level 8 sword, and the other two are at least level 7, this fight can be a piece of cake.

Immediately get up close to (or even underneath) the big Noodollon and unleash all three Sword Magic attacks, one right after another. This one-two-three punch weakens the Noodollon so much that your regular jumping attacks should knock him out in just seconds more. Keep moving, and keep swinging away with your sword. Once the Noodollon dies, clean up any remaining Dollons and exit the way you came in.

Now you can leave these godforsaken caves. First, be sure to re-equip the Rainbow Fragment so you can deal with any Birandis on the way out. Go north through Cave 17 to Cave 10 and hop down to the lower path there. Continue north into Cave 9 and follow its curve east. Take the first left to exit via the north passage.

THE CAVE LAKE (SOUTH SHORE)



Proceed north to the pillars on the south shore of a big lake. Geis is standing there, looking out over the water. He's talking about something that "must have escaped toward the back." Then he warns Adol again and leaves. Time to explore the lake. Thank goodness you have that Gratios Talisman from Baslam.





Level Up Those Swords!

If you haven't already done so, this is a good place to use the Wing of Alma to escape the caves and return to Leav's Emelas Studio in Port Rimorge. Level up your swords as high as you can afford; get all three to at least level 8, if possible.

If you're low on Emel, use the Wing of Alma to warp to another of Alma's trials and select the Emel reward when you successfully complete it. Then level up your swords and return to Limewater Cave. Use our cave maps to take the most direct underground route back to Cave Lake.

Rehdan Village
Woods of Quatera
Mythos Path
Port Rimorge
Canaan Plains
Grana-Vallis
Ruins of Amnesia
NE Quatera
Limewater Cave
Cave Lake
Imperial Fleet
Kishgal
Napishtim

Cave Lake/Sunrise Inlet

An underwater jaunt leads first to another brutal Boss, then a surprising reunion. After that, you execute some backtracking over familiar ground, although the Rainbow Fragment reveals a secret location you missed the first time through the Ruins of Amnesia.

NEW ENEMIES

Volberra



Viddun



Miggun



CAVE LAKE





As you step into the water, the Gratios Talisman glows, allowing Adol to breathe underwater. Follow the path down into the lake. As you move north, a pair of Volberras—the anemone-like creatures pulsing on the platforms just ahead—spit pods at you. The pods explode into smaller pods that can be difficult to dodge, so the best tactic is to go right to the source. Hustle toward each Volberra and slash it into seaweed.

About halfway across the lake, you see an item chest on a pedestal jutting just above the water. Climb out of the water onto the hexagonal platform west of the chest. Stand near the back (west) edge, facing a smaller pedestal to the east. Dash-jump to the small pedestal, then hop to the pedestal holding the chest. Open the chest and nab the **Blue Potion**.





Drop back into the water and continue north, slashing Volberras as you go. Exit the lake using the ramp at the north end.

ORJUGAN LAIR (BOSS FIGHT!)



Heal up and save your game at the Spirit Monument, then do a little prep work. First, make sure the MP gauges are fully charged for all three of your swords. Check our recommendations for Accessory and Tool Holder items. In general, Adol should be at level 40 and all three swords should be at least level 8. Pick up the **Mirror Fragment** in the center of the arena to trigger the appearance of Xisa, who summons Orjugan, a truly ugly fellow with the unfortunate nickname of "Roaring in the Abyss."





Boss Battle: Orjugan

BOSS STATS: ORJUGAN

	NORMAL	HARD	NIGHTMARE
MAX HP	1200	1500	1650
LEVEL	41		
STR	240		
DEF	235		
LUCK	50		
EXP	9390		

ADOL	Level 40
SWORD	Level 8
EQUIPMENT	All 3 Swords, Galba Shield, Galba Armor
ACC. HOLDER	Silver Armlet, Heavy Belt, Sylphen Boots, Wooden Bracelet OR Eldian Orb
TOOL HOLDER	Wild Fowl Meat (at least 3)

Orjugan has multiple attacks, but this battle can be won or lost in the opening exchange. You must fight the monster from afar—no running in close for direct sword hits—so accuracy and timing are important. As the fight begins, *immediately* fire Blirante's Sword Magic at Orjugan's face, then follow up *quickly* with Ericcil's Sword Magic. If these two swords are at level 8 or above, you can knock off nearly half of Orjugan's HP with these two opening shots.

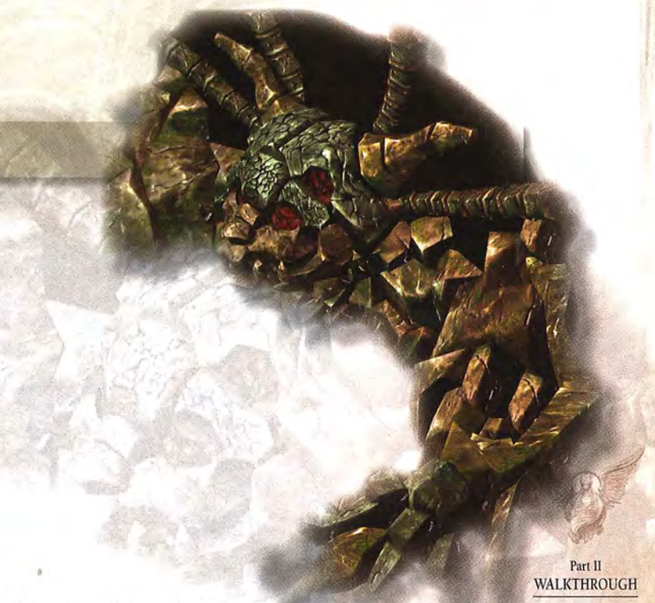
Now let's review Orjugan's attacks and the best way to counter each:

First, Orjugan takes big swipes across the platform with his arms, one at a time. You can simply run to the opposite side out of the swinging arm's range, or you can rush forward and hop up over the "wrist" of the moving arm.





Orjugan's second attack provides a golden opportunity for you to counterattack if you time it right. Orjugan fires missile-like exploding creatures called Migguns at you. At first, he fires one or two at a time; later he releases a full salvo of eight Migguns. The bad news is that a Miggun can track you and explode in your face. The good news is three-fold. You can dodge them fairly easily; the explosion doesn't hurt that much; and if you can swing your sword just as a Miggun arrives, you can bat it right back at Orjugan!



If your stats are high enough, this "bat-back counterattack" knocks double-digit points off the Boss's HP bar per hit.

Blue Magic

Your Livart Sword Magic (the blue whirlwind) can't reach Orjugan's face, but it can still play an important role in the fight. The blue sword's magic attack can inflict serious damage on either of Orjugan's arms, causing it to fall off for a few seconds, a nice respite.

But better yet, if you trigger Livart's Sword Magic just as Orjugan fires Migguns at you, the blue maelstrom knocks the entire flight right back at the Boss. Wait until he releases a full salvo of eight missiles, then trigger the magic to blow all eight of them back into Orjugan's face!

Orjugan's third attack is the most blistering and dangerous. He opens his mouth and fires a massive purple laser beam right up the center of the area. Adol suffers considerable damage for every half-second he remains in the line of fire. The beam doesn't move, so it's easy enough to stay out of its way. However, Orjugan usually fires the beam in conjunction with one of his arm and/or Miggun attacks, so you have more than one attack to dodge.



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Cave Lake
Imperial Fleet
Kishgal
Napishtim

The fourth attack is a powerful, double-fisted hammer pound that sends out shock waves and brings falling rocks down from above. All you can do is run to either side and try to dodge the debris.





Finally, the Boss likes to smack the ground repeatedly with his claws. This movement is fast, with both hands working the platform. It can be difficult to avoid, so run away!



The key to victory is knocking Migguns back at Orjugan and using the Sword Magic of Blirante and Ericcil and, to a lesser extent, Livart. Given equal sword levels, Blirante's flame blast does the most damage, but you have to line it up right on Orjugan's face for a direct hit. Ericcil's electrical blast homes in automatically on its target, but inflicts lesser damage. As mentioned in our tip, Livart's maelstrom magic can damage Orjugan's arms or, better yet, bat Migguns unerringly back into the Boss's face.

Much of your time, then, is spent running side to side, dodging damage as much as possible while waiting for Blirante's or Ericcil's MP gauge to charge up fully so you can launch another Sword Magic attack. If you time this strike with a Miggun launch, you can deal Orjugan some double damage—from the attack itself, and from volleying the Migguns back at the monster!

Have fun!

When Orjugan is finally destroyed, Xisa indignantly returns. She talks about "resurrecting that servant for the Great One"—who could *that* be? Then off she goes.





Cross the water by using either one of Orjugan's dead arms as a walk-bridge. On the other side, hop up onto the remains of the jaw and go through the hole that was once Orjugan's mouth. You enter a new area.

INLET PATH

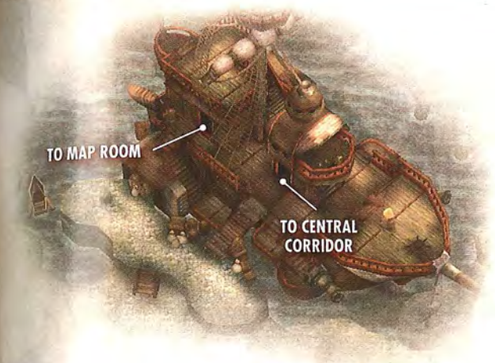


Follow the path to a passage blocked by a rock fall. Approach the blockage and press ■ to get a message that a giant boulder blocking the hole cannot be moved. Then turn and walk away until you trigger a scene in which the blockage is shattered. Guess who? It's Dogi, Adol's sidekick and pal. After Adol tells him everything that's happened, Dogi replies that the *Tres Mares* and its pirates survived the Great Vortex, too. The scene then automatically shifts…





SUNRISE INLET: THE *TRES MARES*





Terra stands at a dock near a rowboat and laments her failure to save Adol. Dogi and Adol arrive—and Terra's reaction is confused and emotional. Then Captain Ladoc, Terra's father, appears. The scene then shifts inside the *Tres Mares*.

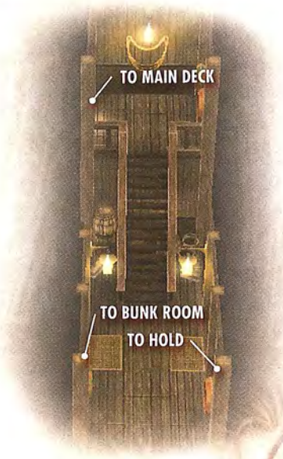
TRES MARES MAP ROOM



Adol, Ladoc, Dogi, and Terra discuss the situation. You learn that the Romun Fleet chased the *Tres Mares* into the Great Vortex. After three days of wild seas, the ship drifted into the inlet with a broken mast and rudder. Ladoc orders a small boat ready for a trip into Port Rimorge, hoping to find materials to repair his ship. He wants Adol to introduce them to the Altago merchant, Baslam. Then everyone exits, and you regain control of Adol. Climb the stairs and exit onto the main deck. Go into the forward compartment.

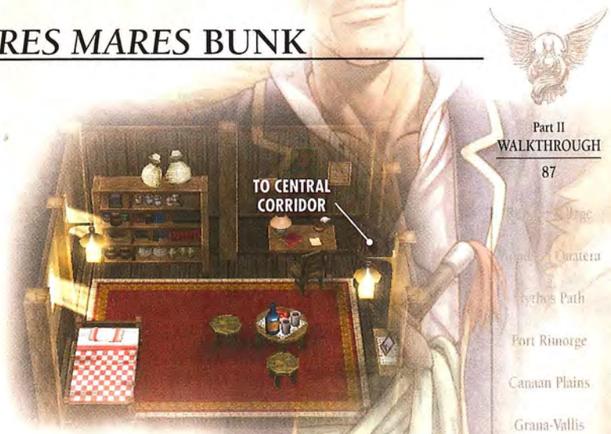


TRES MARES CENTRAL CORRIDOR



Go downstairs and enter the room on the left (west).

TRES MARES BUNK



Talk to Nies. She tells you the probability of your survival was low. Thanks, Nies. Exit and head across the hall to the ship's hold.

Port Rimorge
Quatera
Path
Port Rimorge
Canaan Plains
Grana-Vallis
Ruins of Amnesia
NE Quatera
Underwater Cave
Cave Lake
Imperial Fleet
Fashgal
Nightfall

TRES MARES HOLD



Talk to Guen, and then raid the item chest in the northwest corner to get the **Pirates' Firewater**. Can you think of anyone who might appreciate a fine libation like this? Hang on to it for later. Exit back out onto the main deck, then head down to the shore.



SUNRISE INLET SHORE

Approach the threesome near the rowboat. Captain Ladoc, Dogi, and Terra are ready to shove off for town. Talk to Ladoc. When he asks if you're ready, select "Yes." The scene automatically shifts to Port Rimorge.



PORT RIMORGE

Terra watches the rowboat at the dock while Ladoc and Adol negotiate with Baslam at his house.

Baslam's House

Ladoc asks Baslam for repair materials, food, and water. In return, he offers to transport the Emelas goods for the Altago merchant. Baslam agrees and recommends you relax while he gathers what you need. You exit the room, and then Ladoc heads off to the tavern.

This when you regain control of Adol. Go back into Baslam's study and talk to him; he's happy to have a ship, but the Great Vortex still presents a significant barrier to trade. He's sure the secret to disabling the vortex lies on Zemeth Island, and plans to discuss the possibility with Professor Raba. Exit Baslam's house.

This might be a good place to exit town toward the Canaan Plains and save your game. Then return to town and talk to various people, if you want. If you haven't purchased all of the goods at Rose's Shop yet—and thus earned **Rose's Influence**—now's the time to do it. Head down to the dock.

Dock

Walk out to the end of the dock where Terra stands guarding the rowboat. Talk to her; she gives you a **Seed of Power** and heads off to join her father in the tavern at Isaac's Inn. Use the seed, and then follow her there.





Isaac's Inn

Talk to everyone in the tavern area. *Don't sell the pirate booze to Calman!* (See our Firewater tip.) You can have August read the Gold Tabulas, too. Then exit and head down the stairs to Professor Raba's hut.





Hang On to Your Firewater for Now

When you talk to Calman, the drunken Romun sitting at the table in the lower corner of the Isaac's Inn, he notices your Pirates' Firewater and offers to buy it. *Don't sell it to him!* If you do, he gives you 2500 Gold in return, which would *seem* like a good deal. But you can do much better than that if you try a different series of exchanges.



Raba's Hut

Dogi and Ur join the Professor in his hut. Talk to all three. Ur says Isha went home, probably preparing for the festival. He reminds you to give your pieces of the broken mirror to Olha. Dogi plans to stick around the village for a while. Professor Raba reminisces a bit about a previous adventure at the Tower of Darm.

Exit Port Rimorge to the north and follow the Coast Road to the suspension bridge. Cross the bridge and the Woods of Quatera, then return to the Rehdan Village.

REHDAN VILLAGE

The Rehda are gearing up for Alma's Festival. The first person you meet is Quval, who says the chief has a visitor, someone who knows you. On the dock, Kevin comments on the "shady-looking guy" who passed by—a mercenary, he suspects. Guess who? Several other people comment on Isha, who is teaching a song to the village kids. (You can find her doing this at Moonset Shore, if you want.)



Talk to Toksa near his hut (second one up the hill on the right side). He can smell your "wine"—the Pirates' Firewater. When he asks for it, select "Yes." In exchange, he gives you a **Gold Locket**.

Who's Locket?

Do you remember another character mentioning a lost locket? Maybe the one you get from Toksa belongs to him…

In Attli's hut, she mentions a warrior competition slated for the festival. She says you'll compete against Quval and others in a test of strength. The winner can challenge Chief Ord.

At the top of the hill, Silva and Largo stand guard outside Chief Ord's hut. Largo says the chief and Olha are meeting with some "Eresian" in a strange black outfit inside. Sound familiar? Silva, of course, doesn't trust him. Enter the chief's hut.

Chief Ord's House

Inside, Geis tries to get info from the chief about some location that Ord calls a resting place for Rehdan souls. When Adol arrives, Geis leaves. The chief exits, too. Olha seems to recognize something about Geis, but can't place it. Then she tells you about Alma's Festival, an annual Rehdan celebration of the harvest. Adol offers the third Mirror Fragment to Olha. Now she can restore the sacred Mirror of Zeme, she says. In thanks, Olha gives you a vial of **Capla Water**. She then decides to fix the mirror.





The scene automatically shifts to the garden. On the altar, Olha restores the Mirror of Zeme to its true form. Isha appears and she, too, is overwhelmed with gratitude. Then the mirror starts to glow…





The threesome in the garden view the mirror and see Professor Raba, Master Baslam, Xaxon, and Emilio all gathered around the white statue in Alma's Garden in the Zemeth Sanctum. Baslam is impatient, and refers to the pillars. Raba points out the talismans, and Baslam orders the others to tear them off. But Raba, in turn, orders them to cease, saying they don't know enough to take rash actions. Baslam wants the Great Vortex stopped!

Isha is suddenly overcome with a bad feeling and leaves to recover in her room. As Olha asks, "What might this be a portent of?" Exit and go to the priestess's bedroom to talk with Isha. She clearly foresees some coming tragedy, and denies that it could actually happen. But she won't say what it is.





Time to check on the foursome in the Zemeth Sanctum. Exit the Rehdan Village and cross the suspension bridge back to Canaan Island. Then go down into the Mythos Path and go through red portal to return to the Ruins of Amnesia.

RUINS OF AMNESIA (THE BLACK TABULAS)

Follow the route we suggested earlier (during your first visit to this area). This time through, however, you can find one object you missed on your first pass. Equip the Rainbow Fragment when you reach the Central Staircase. Climb the stairs and hop down (as you did before) through the gap at the top to the walkway below on the west side. Go through the L-Path Room to the ledge with the item chest, now empty of course.

But look to the left (west) of the ledge! The Rainbow Fragment reveals a series of previously invisible platforms leading across the back wall of the Broken Catwalk room. Hop carefully across the hexagonal platforms until you reach three connected ones.





Rehdan Village
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Mythos Path
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NE Quatera
Limewater Cave
Cave Lake
Imperial Fleet
Kishgal
Napishtim

Here, a wall blocks any jump to the ledge ahead—you can neither jump nor dash-jump. However, you can equip Ericcil as your sword, start in the middle hexagon facing west, and quickly tap the ■ key until you trigger the Thunder Sword Skill, a quick forward dash that propels you across the gap to the ledge! Enter the side room.



Item Chest Alcove



Get ready for a scare! Approach the item chest to trigger the sudden appearance three creepy Vidduns, flying eyeballs with nasty dispositions. Given your level (and sword level) at this point in the game, the Vidduns should be fairly easy prey, but don't get overconfident and fail. Open the chest to grab the **Black Tabulas**, then exit the alcove and work your way east across the Ruins (as you did previously) until you reach the Zemeth Sanctum.





ZEMETH SANCTUM

Climb the sets of stairs to Alma's Garden to find the four fellows on the ground ar the three fairies—Xisa, Jue, and Sera—claiming to be the three "keys." They call o the Black Ark, saying "the time has come to welcome our Master."







This triggers a blinding, brilliant event. But what is it? What just happened?



Then a cutscene reveals the approach of a Romun Fleet to the Canaan Islands! When the scene returns to the Sanctum, Geis appears. The sprite, Sera, proclaims that the seal of the Great Vortex has been undone. Geis accuses Adol of tearing off the talismans, but Professor Raba points out the true culprits.





As Geis says, things don't look good for Canaan.

Romun Imperial Fleet

Disaster strikes the Canaan chain, including Quatera and the peaceful Rehdan Village. Once the Great Vortex goes down, lurking Romuns seize the moment to strike. Your task now is to infiltrate the imperial fleet and execute a daring rescue.

NEW ENEMIES

Romun Soldier



BACK TO REHDAN VILLAGE

Walk back into the Ruins of Amnesia and use the Wing of Alma to teleport to the Spirit Monument near the exit to the Mythos Path. Follow the Mythos Path back to the Fountain of Prayer area and return to the Rehdan Village to find the place has been ransacked! It seems deserted…







However, if you enter Sola's hut near the dock, you find Kevin hiding behind a table. Talk to him to learn that a squad of soldiers attacked the village and captured some of the villagers. Exit and continue up the hill.

Chief Ord lies stricken near the entrance of his house. You automatically approach and he talks. He recounts how, after the Great Vortex vanished, many ships full of Eresians landed and invaded the village. Quval and half the Rehdans escaped, but Olha, Isha, and others are now prisoners of the Romuns. Adol helps Chief Ord to his room; the chief warns of the Romun leader who defeated him—"a wicked man" with long black hair and an enormous sword of Black Emelas. The chief then falls unconscious.





Professor Raba appears and reports that Port Rimorge was also invaded and is now occupied by Romun soldiers. Ur was captured and taken to the naval ship moored at the Port Rimorge pier; Raba presumes the other Rehdans will be taken to the boat also. Then he sends Adol to town, promising to tend to the chief's injuries.



Exit and return to the suspension bridge. Two Romun soldiers stand guard, but exhibit no hostility whatsoever toward you. Talk to them to learn that the plan is to withdraw shortly! Continue on to Port Rimorge, talking to soldiers along the way. It seems the Romuns consider the Rehdans to be "sub-human." The plan is to sell them off as slaves!



PORT RIMORGE

Isaac's Inn

Go to Isaac's Inn and talk to everyone in the tavern. Both Tise and Isaac describe how the soldiers took away Ur. Have August read the frightening tale told on the Black Tabulas. Exit and go downstairs to the square.

Town Square

Talk to Emilio to learn his pikkards have all run off! Stock up on health items from Cloa's Vendor Stand, then go down to the town dock.

Dock

Walk onto the pier extending to the east and talk to Calman. He recognizes the Gold Locket you got from Toksa back at the Rehdan Village—it's his! When he asks for it back, select "Yes." In gratitude, he gives you a **Lucky Silver Coin**.





Lucky Coin

Equipping the Lucky Silver Coin in one of your Accessory Holder slots raises your Luck stat. This increases the probability that any given sword strike you make will be a Critical Hit.

Here you can try to walk out the other pier to the Romun Imperial Fleet, but a soldier will stop you. He mentions that someone named "Captain Ernst" plans to capture all the remaining "sub-humans" himself. Sounds like a dangerous guy, this Ernst. Head back up into town and go to Baslam's house.

Baslam's House

Talk to Baslam in his study. He's pretty angry about the Romuns, but what did he expect when the Great Vortex went down? He suggests the Romun army plans to make slaves out of the Rehda. Suddenly, Terra appears. The pirate crew repaired the *Tres Mares* and left the inlet, taking the escaped Rehda villagers with them, before the Romuns arrived.

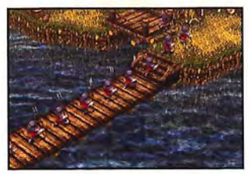


Terra suggests a partnership against the Romuns to free the captured Rehda. Her plan: Invite the Romun leader, Admiral Agares, to a banquet. The pirates and free Rehda will start a diversion, drawing the Romun soldiers away from their warship at the town dock. A few liberators (including Terra and Adol) can then sneak aboard the ship and free the captives. Baslam agrees to the plan.



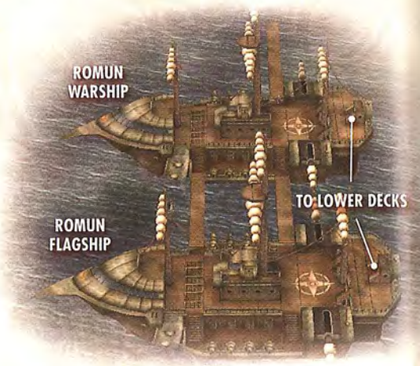
Talk to Terra. She asks if you're ready. If you need to shop a bit first to stock up on health items, select "No" and visit Cloa. If you've already shopped Cloa's Vendor Stand, select "Yes." This triggers an automatic sequence in which we see the vain Admiral Agares accept the invitation to a banquet. His disdain for the "greedy, impudent Altago merchant" is quite strong. Note that he mentions someone (or something) named Elizabeth guarding his private room.

A soldier reports attacks on the north side of town. The angry admiral orders the immediate mobilization of all troops to subdue the rebellious faction. The troops march off the ship, followed by the admiral on his way to the banquet. Ha! He's playing right into our hands…



After Admiral Agares leaves, Terra and Adol sneak down to the dock. Your control of Adol returns. Follow Terra along the pier that extends southwest to the Romun warship.

ROMUN WARSHIP



Terra points out the two ships anchored in the harbor. Both are warships, but the far (southernmost) one appears to be the flagship of the Romun Fleet. She suggests you split up to find the Rehda, then takes off. Now you control Adol again. Climb onto the main deck of the first warship, turn northeast, and go astern to climb onto the aft deck. Enter the doorway to go below.



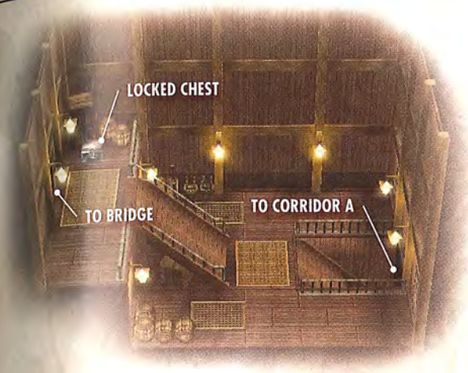
BELOW DECK: CORRIDOR A



Descend the stairs. You'll find nothing of interest in any of the compartments, so ignore them all and proceed west to the end of the corridor. Take the stairs leading up.



UPPER HOLD



Climb the next staircase. The treasure chest at the top is locked. Proceed through the doorway.

BRIDGE



Terra is here, examining the bridge area. If you talk to her twice, she tells you to search somewhere else. Roger that, Terra. Exit and descend the stairs back through the Upper Hold to the lower corridor, then take the next staircase heading down.



LOWER HOLD



There's a lot of stuff stowed in this hold, but only one thing of real interest—another locked treasure chest. Continue on to the next doorway, and get ready to fight.





BRIG



When you enter, Ur calls out from the jail as a Romun soldier challenges you. Dispatch the attacker and search his unconscious body—no key! Not to worry, though; if you try to open the brig door anyway, Terra enters and picks the lock. Presto! Unfortunately, you learn that Olha and Isha have been taken elsewhere by Admiral Agares and Captain Ernst, the man with the long black hair.





Terra convinces the Rehdans to escape, leaving the rescue of the priestesses to "two Eresians." Ur gives you the **Admiral's Key** and leaves. Terra suggests the two Rehdan girls are on the flagship, and takes off to investigate. Let's do the same.

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Imperial Fleet
Kishgal
Napishtim
Extra Dungeons

Exit to the Lower Hold and try the chest again, if you want. Still doesn't work; the Admiral's Key doesn't fit the keyhole. The same thing happens if you try the chest in the Upper Hold of this boat, so proceed to the lower corridor and return to the Main Deck. Descend to the gangway to the southeast and cross to the other vessel.



ROMUN FLAGSHIP

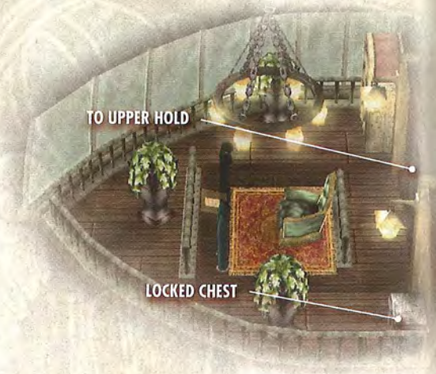




As on the other ship, go to door on the aft deck and enter to descend to the lower corridor. Most of the compartments are empty again, but this time you find a treasure chest in the third compartment (**B3** on the map). Unfortunately, the chest is locked and the Admiral's Key doesn't work on it.

Exit the compartment and proceed to the west end of the corridor. Climb the stairs to the Upper Hold, and continue up into the Bridge.

Flagship Bridge



This lavish room is clearly the Admiral's bridge. Talk to Terra, who searches for an incarceration record. She sends you off again. Head downstairs to the corridor, then continue down the next stairs to the Lower Hold.

Lower Hold (Spirit Monument)



Looks like the Admiral's men spirited off a Spirit Monument. Heal yourself, if necessary, and save your game here. (After all, when you see a Spirit Monument, chances are something bad is about to happen.) Proceed to the thick metal door at the end of the hold. Are the girls imprisoned here? Try to open it—the Admiral's Key unlocks it. Before you step inside, make sure you've got a good health item in your Tool Holder…





Lanaluna's Den (Boss Fight!)



Approach the steps and open the metal gate. Olha is locked in a cage suspended from the ceiling! She tries to warn you about what's in the big cage to the north, but it's too late…





Boss Battle: Lanaluna

BOSS STATS: LANALUNA

	NORMAL	HARD	NIGHTMARE
MAX HP	2000	2500	3000
LEVEL	42		
STR	260		
DEF	240		
LUCK	50		
EXP	9616		

PRE-FIGHT RECOMMENDATIONS

ADOL	Level 41
SWORD	Level 9
EQUIPMENT	All 3 Swords, Galba Shield, Galba Armor
ACC. HOLDER	Silver Armlet, Heavy Belt, Sylphen Boots, Wooden Bracelet OR Lucky Silver Coin
TOOL HOLDER	Blue Potion (at least 3) or Wild Fowl Meat (at least 5)



The dreaded "Giant Toad from Deep Afroca" is a disgusting beauty with several ways to make your life miserable. But as Bosses go, Lanaluna is relatively easy to beat, if your EXP and sword levels are where they should be and you use the right tactics. His first attack is the old Tongue Flail. The creature literally grabs its own tongue and swings it, using it as a flail. To avoid this attack's significant damage, keep moving and try not to spend much time right in front of the beast.

Lanaluna also has a fondness for toxic slime. She oozes green stuff when she moves, and occasionally puffs up to vomit more slime over the floor. The slime is very slippery and thus hard to maneuver across, plus it inflicts Poison while it's still glowing. (If you wear the Silver Armlet, this is no problem, of course.) If you launch Livart's Maelstrom magic attack or trigger the Wind skill and then step onto a slimy floor patch, you go spinning off out of control. An obvious tip, then, is to avoid running through green slime whenever possible.

Lanaluna's other attack is to curl up into an armored ball and roll around the room. You must simply run and dodge here, gauging the angles as the big toad-ball bangs from wall to wall. The creature sometimes turns invisible when attacking, but a few good sword strikes can bring her quickly back into focus.







One excellent tactic is to slip directly underneath the toad and unleash Ericcil's Sword Magic, then follow up with fast combos while trying to stay underneath its belly. You'll get slimed a lot, but that's okay if you've got Poison protection. Try to use Livart's Maelstrom when on solid ground and not on slime.

In general, keep moving, use your Sword Magic, stay behind or under the foe, and land as many blows as possible to trigger Critical Hits. The Lucky Silver Coin helps in this regard, if you have it equipped.

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Lanaluna's demise frees Olha from her cage. Olha hugs Adol in gratitude—just as Terra enters. The awkward situation is, well, kind of amusing. Terra urges a quick escape because, as she puts it, "Admiral Scumbag's back from the banquet."



But then Admiral Agares appears. When he sees his poor, beloved Lanaluna, he goes to pieces and orders your destruction. But Geis suddenly drops in, knocks out the soldiers, and demands to know where Ernst is. The Admiral says he took Isha and went hunting for more Rehdans. Geis suspects something's up, however. He knocks out the Admiral, tells you to get the girls out of here, and takes off. Looks like it's time to play bodyguard.

ESCAPE THE ROMUN FLEET!

But wait! Before you do anything else, approach the fallen Admiral and press ■ to search him and find the **Key of Romun**. Now you can open all those treasure chests you found earlier on the warships.





You must escort both Terra and Olha back to the Port Rimorge dock. Both girls have health bars above them now; whenever you consume a health item, the girls get the same HP boost that you do. Keep an eye on everybody's health bar, because if *anyone* drops to zero, you all Restart.

Search the Admiral

Don't forget to search the unconscious Admiral to get his Key of Romun. It opens all treasure chests on the warships.

First off, exit into the Lower Hold and save your game at the Spirit Monument. Then head upstairs to the ship's corridor and get ready to fight.

Flagship Corridor

Two Romun soldiers attack the moment you arrive. A good tactic is to unleash Ericcil's Sword Magic on them, taking them both out quickly before they can inflict damage on the girls. Switch swords (or stand and wait until Ericcil recharges its MP) and go east, halfway down the corridor. Trigger Sword Magic on four more Romun soldiers, then enter the third (middle) compartment, the one with the treasure chest.



If you plucked the Key of Romun from the fallen Admiral back in Lanaluna's den you can open the chest now and nab a cool **10,000 Gold**. Be sure you have at least two swords fully charged with MP, then step back into the corridor and blast the Romun guards. Climb the stairs to the Upper Hold and enter the Flagship Bridge.





Flagship Bridge

Your Key of Romun lets you open the treasure chest here, too. Inside, you find the **Starlight Medal**. This Romun military award earns you extra EXP when you equip it in an Accessory Holder slot. Nice!





Again, make sure you have recharged swords before you exit the bridge and head back downstairs to the corridor, where all six of the Romun Soldiers have now respawned. Zap them with Sword Magic again and continue to the end of the corridor. Climb the stairs to the Main Deck.

All for One, One for All

Remember: When you use a healing item, both Terra and Olha recover also.

Flagship: Main Deck

Five Romun soldiers are posted near the aft deck. Ericcil's magic can zap them all if one or two survive your sword's lightning jolt, they'll be quite weak and easy to dispatch with regular strokes. Don't move across the Main Deck; you'll just attract the attention of other soldiers. Instead, patiently recharge the MP of used swords and head directly for the nearest gangway leading to the other Romun warship.

ROMUN WARSHIP

Repeat the same tactics as you move through the first Romun warship to open the two chests aboard. First, whack the six Romuns on the main deck. Then go aft and head downstairs to the Lower Corridor and hack your way through the six soldiers posted along the hall.



Go upstairs to the Upper Hold—no Romuns here, thank goodness!—and open the chest to acquire another **10,000 Gold**. Remember that when you return to the corridor below, the Romuns there have respawned. Knock out the two soldiers who attack near the staircase, then proceed downstairs to open the chest in the Lower Hold. Another **10,000 Gold** is yours!





That's the last chest. Now it's time to make a run for the dock. Climb back up to the corridor with fully-charged swords and use Sword Magic to blast your way through the six Romuns again. At the corridor's east end, recharge and then climb up to the Main Deck. Clear out the Romuns there and proceed north along the gangway to the dock. You made it!

After a short conversation between Terra and Olha, the scene changes to a Zemeth Sanctum overrun by Romun soldiers.

ZEMETH SANCTUM: SCENE

Watch as Ernst, the man with long black hair, approaches the winged Alma statue and speaks. He has Isha, who he calls "O heir to the wings," nearby with him. The three sprites appear, calling him "Lord Ernst." Then comes a shocker. Ernst says to them, "I'm glad I created you."





Okay, who is this guy? The sprites speak of the trouble "Lord Geis" has created, but Adol the Red has been a problem, too, obtaining the three keys. Ernst isn't surprised, oddly enough. Suddenly, Dogi and Ladoc intrude on the scene and demand the return of Isha. Ernst produces a Black Emelas sword and turns to Alma. He explains that this White Emelas statue is the final cornerstone keeping the Ark sealed. Then he shatters it with his black sword and shouts: "Witness the revival of the Ark of Napishtim!"







The ground shakes. Huge black pillars emerge from the ocean depths, as does something else—something alive, evil, and ancient—and, just like that, the entire Romun fleet is decimated in one primordial, elemental blast! A roiling maelstrom reanimates the sky above, and the Great Vortex of Canaan is reborn in a fiery new incarnation.









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NEW ENEMIES

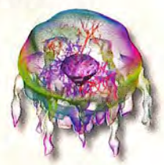
Gaposasura



Giron



Deadollon



Clarin



Piana-Pullus



Oacha



Rupenar



Varion



Archis



Zeparos



Kishcarin



The route to the Ark of Napishtim leads through an ancient underground city, now deserted. The Ark's revival has brought some strange new beasts to places you've already visited, as well. Some you can face right away, while others are too strong and require additional seasoning and equipment before Adol can challenge them.

PORT RIMORGE



Adol, Dogi, Ladoc, and Terra meet with Baslam in his study back in Port Rimorge. The full meaning of the cataclysm is still murky, but some things are becoming distressingly clear. The Ark of Napishtim has been summoned, and the fearsome beast that shattered the Romun Fleet is on the prowl. It swims around the Ark now, protecting it. And it appears that Ernst is a menace far beyond what anyone could have anticipated.

Suddenly the Professor arrives. He reports that Chief Ord is healing, and asks for an update on recent events. This is when you regain control of Adol. Talk to everyone in the room twice. The upshot is this: Ernst is a man of great power, armed as he is with the Black Emelas sword. Ladoc suggests that your three blades might be the only weapons capable of countering it. Exit the house.

Leav's Emelas Studio

Talk to Leav twice. She's learned some new techniques for creating powerful new Emelas equipment, including Emelas Armor. But that would require a *lot* of Emel—about 100,000, in fact. She also believes that the black monoliths on Zemeth Island are made of Emelas by an ancient method. She suggests you talk to Chief Ord, who is well-versed in the legends.



Now upgrade your swords. You should be able to improve one or two of them to level 10 by now. Then exit and head to Emilio's pikkard sty.

Emilio's Pikkard Sty

Emilio is awfully distraught about his missing pikkards. Maybe you can help him out. Keep an eye out for stray pikkards from here on out. Now let's go check on the chief. Head to Chief Ord's house in the Rehdan Village and enter his room.



REHDAN VILLAGE

Chief Ord's Room

The Chief automatically speaks when you enter. Olha and Ur are by his side, but he asks them to leave. Then he tells you the tale of Alma, the Ark, and the Keys. He speaks of the ancient past when winged gods were said to live somewhere west of the village.



Alma and the Rehdan people guarded the Ark of Napishtim, which controls the heavens and seas. But traitors stole the sword-shaped Black Key used to control the Ark. The Ark went out of control, and a calamity was unleashed. To replace the Black Key, Alma created three new keys—Livart, Blirante, and Ericcil. With these, she managed to reseal the Ark, but expended her strength and was "sublimated"; her remains became a cornerstone of the Ark seal.



Chief Ord believes that Ernst is a descendent of the "tailless ones" who originally stole the Black Key—and that he plans to use Isha, the bloodline of Alma's priestesses, to gain full control of the Ark! Then the Chief gives you the **Wyvern Medaille**, a key to ancestral ruins whose entrance is northwest at Windseeker Heights.

Ord says there is a corridor deep in the ruins that Alma passed through to seal the Ark. He wants you to make the same passage and use your three sword-keys to reseal the Ark. When you regain control of Adol, talk to Chief Ord. He says the Wyvern Medaille fits into the hollow on the monument at Windseeker Heights. Let's go!

Exit the room and chat with Ur and Olha. Before you leave the Rehdan Village, wander around and chat with everyone else to get the lowdown on the latest events. Then exit the village.

Good Seed

While in the village, spend some of your war chest of Gold on a Seed of Vitality or two from Kevin. At 20,000 apiece, they're expensive. But remember, each seed boosts your MaxHP by 5!



Before you go to Windseeker Heights, however, you have the option of facing down some of the new monsters to pick up the fantastic Emelas equipment they're guarding. You can also complete the Side-Quest (somewhat tedious, but worth it for the reward) of finding Emilio's lost pikkards. We suggest completing these optional, but very lucrative, tasks in the following order…

SUB-BOSS: GAPOSASURA



First, head up to the Northwest Woods of Quatera to the lair where you previously defeated the Gaposdhala. Prepare to face his much-tougher cousin, the Gaposasura, by equipping anti-Poison and anti-Curse accessories; the Gaposasura spits eggs that hatch into hostile plants, including Yurefuas, that inflict status abnormalities.

PRE-FIGHT RECOMMENDATIONS

ADOL	Level 43 (Normal), Level 47 (Hard/Nightmare)
SWORD	Level 9
EQUIPMENT	All Swords, Galba Shield, Galba Armor
ACC. HOLDER	Silver Armlet, Runed Earring, Heavy Belt, Sylphen Boots
TOOL HOLDER	Blue Potion (at least 3)

Next, fight and destroy the big sprout. Refer to the tactics employed in defeating its lesser cousin, the Gaposdhala. This guy is much tougher, but he uses the same attacks. We suggest using Ericcil's Sword Magic to clear the area if too many minions are hatched.

When you finally take down the overgrown weed, you get a huge EXP boost of 10,069, and an item chest that holds the **Emelas Crown**. This lovely accessory raises your MaxHP by a whopping 50 percent! It also increases your Luck, so the crown can replace the Lucky Silver Coin in your Accessory Holder.



CATCH TWO PIKKARDS!

Windseeker Heights

Go up to Windseeker Heights to find one of Emilio's lost pikkards snuffling around in the clearing below the staircase. Approach the critter and press ■ to gather him up. Return to Port Rimorge and give the pikkard to Emilio by pressing ■ again. Next, go take the Mythos Path to the Ruins of Amnesia.





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Ruins of Amnesia

Work your way to the Spirit Monument at the far end of the ruins, near the now-sealed path to Zemeth Sanctum. *Here pikkard, pikkard, pikkard!* Nab the little squealer and use the Wing of Alma to escape the ruins. Return the pikkard to Emilio in Port Rimorge.

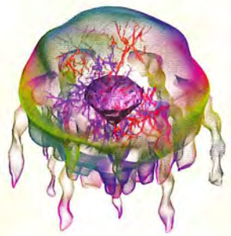




Two pikkards down, two more to go. But before we do any more pig-hunting, let's face another scary Sub-Boss. Make the long trek to Limewater Cave just off the Canaan Plain.

SUB-BOSS: DEADOLLON

Equip the Rainbow Fragment and work your way to the northern half of Limewater Cave, then return to the chamber where you defeated the Noodollon. (Refer to our Limewater Cave maps and walkthrough.) A new, improved version of the beast, the Deadollon, now hunkers in the cavern.



PRE-FIGHT RECOMMENDATIONS

ADOL	Level 44 (Normal), Level 48 (Hard/Nightmare)
SWORD	Level 9
EQUIPMENT	All swords, Galba Shield, Galba Armor
ACC. HOLDER	Runed Earring, Silver Armlet, Emelas Crown, Sylphen Boots
TOOL HOLDER	Blue Potion (at least 3)



Fight the Deadollon the same way you fought the Noodollon, using Sword Magic and Upward Thrusts. When you finally pop the big jellyfish, you earn more than 10,000 EXP and reveal an item chest with the amazing **Emelas Guard**. This is one of our favorite accessories in the game because it slowly restores your HP every time Adol stands still.

Another Pikkard! (Sunrise Inlet)

Before you leave the cave, retrace your route back north, and then go across Cave Lake to Sunrise Inlet. Another pikkard! Grab it, return to Limewater Cave, use the Wing of Alma to escape, and then return the animal to Emilio in Port Rimorge. Three pigs down, one to go.



Two Too Big

You probably aren't ready yet to face the last two Sub-Bosses, Piana-Pullus and the truly monstrous Majunun. We'll come back to those later.

FIND A PIKKARD (GRANA-VALLIS MOUNTAIN)

If you're following this walkthrough, you still have one last pikkard to pick up for Emilio. Fight your way up all of the caverns and ledges of Grana-Vallis Mountain to the summit. Grab the pikkard, use the Wing of Alma to escape the mountain, hustle back to Port Rimorge, and drop off the last piggy with Emilio. His reward is generous—a **Daylight Stone**.





Is it time, finally, to head for the Ruined City of Kishgal? This chapter is named for it, after all, so yes, maybe we'd better go there now. Head back through the Northwest Woods of Quatera to Windseeker Heights.

Try a Trial

This is a good place to try another one of Alma's Trials. By now, you should be on the fourth one, the Corridor of Hope. Complete the trial and take the 50,000 Emel as a step toward amassing enough Emel for Leav to craft the Emelas Armor.

WINDSEEKER HEIGHTS

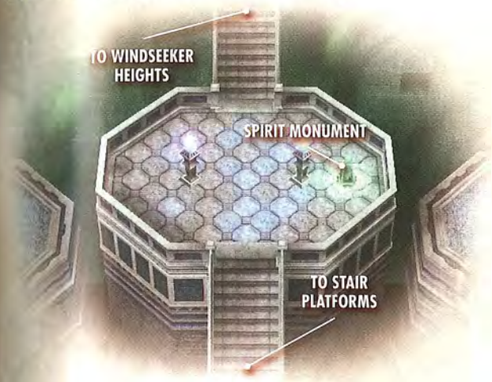
Wow! From the platform, you can see the massive black towers rising from Zemeth Island. Approach the stone monument and press ■ to use the Wyvern Medaille. The platform opens, revealing a staircase down. Descend the stairs.





THE RUINED CITY

Entrance (Spirit Monument)



The first platform features a pair of bright torches and a Spirit Monument. It might be prudent to save your game here before proceeding downstairs.

Stair Platforms



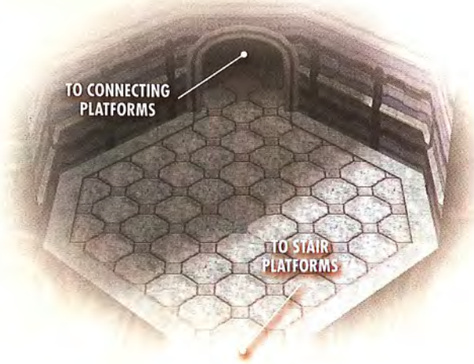
Descend the long staircases. A Zeparos—a turret-like creature that resembles a rotating flamethrower—guards each of the three landings. Its rotation is slow enough that you can stay behind its flaming nozzle and nail it with a few Downward Thrusts.

When you reach the bottom, a quartet of odd-looking Varions try to slice you up. These creatures are a cross between a motorcycle and a table-saw. The rotating front blade of a Varion is invulnerable, so you must maneuver behind it or jump over the blade with a good Downward Thrust. Like the Zeparos, the Varion turns fairly slowly, so you can avoid its attacks without much trouble. After you dispatch the Varions, enter the doorway on the bottom platform.





Kishcarin Den



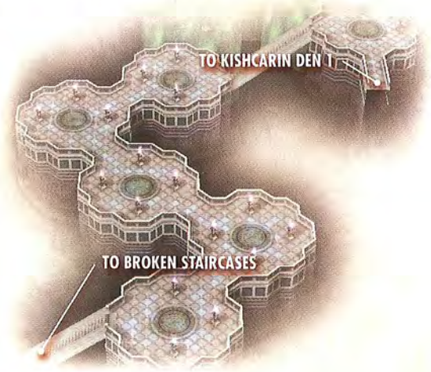
Meet the Kishcarin. Ugly fellow, isn't he? He's essentially a living door, built-in to block your passage. The Kishcarin has only two attacks. If you keep your distance, he hammers the floor causing rocks to fall from above. You can see rocks coming by watching for their round shadows on the floor, then dodging those spots.



The Kishcarin's second attack is a quick double-punch if you get too close to him. In general, keep your distance and let your Sword Magic do the work. If you do want to try some infighting, hit right after he does his ground-hammer; a good tactic is a dash attack for quick strike, then back away quickly. After you beat the Kishcarin, go through the doorway he was guarding.



Connecting Platforms



You step right into an attack by four more buzz-saw Varians, but an interesting new creature joins them. The floating, feathery Clarin emits glowing spheres of healing energy that add 50 HP to any damaged entity that absorbs a sphere—including you!



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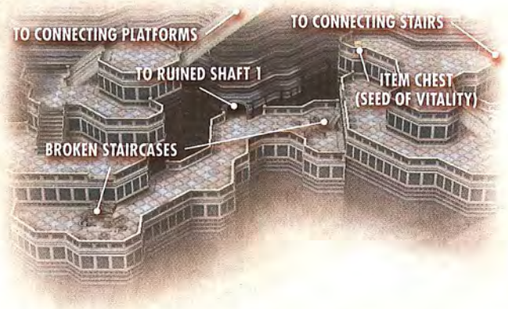
Focus on one Varian at a time, taking down his HP faster than the Clarin can repair it. If a healing sphere does come floating toward your target, play defensive back and go for the interception! Keep working until the Varians are toast. (Be merciful and leave the Clarin.) Continue downstairs to a series of five connecting platforms.



First, slash up a pair of flamethrowing Zeparoses, plus one Varian. The next platform introduces you to the Giron, a flying pest related to the nasty Gila you faced back in the Ruins of Amnesia. Girons are sturdier and fire a more painful circular spray of energy bolts, but they're easier to nail than the Gilas, who often hovered out of reach beyond ledges.

Keep fighting along the connected platforms until you reach another staircase and descend to the next area.

Broken Staircases



Girons hover on the next few platforms as you work your way downstairs. When you reach a broken staircase, hop down but watch out for the explosive Oachas that lurk below. (Note: The staircase debris is piled high enough that you can hop back up to the higher platform if you want.) Oachas puff up as they approach, and then explode after a few seconds. Try to hit each Oacha *quickly* before it detonates.





Proceed along the path past the doorway to the next broken staircase. Step onto the debris and hop up to the next platform. Fight past the Girons and Varians to the item chest in the northwest corner. Open it to score a **Seed of Vitality**. Use it right away and go back down the broken staircase to the doorway. Enter the doorway.



Ruined Shaft 1



Yes, it's "Ruined Shaft 1" because more will follow. This shaft features cobblestone walkways that have been shattered into fragmented platforms by fallen chunks of ceiling. Your goal in this one is to descend to a pair of item chests—one chest about halfway down, and the other at the bottom. As you work your way back and forth across platforms to descend, watch out for flaming Zeparos sentries!



Stacked stone chunks seem to block access to the item chest halfway down, but you can drop to the level beneath it and come up on the other side. Guarded by a jealous Zeparos, the chest contains a **Blue Potion**.

Continue dropping until you reach a platform that runs out to a balcony. There you find another item chest. This one holds the **White Tabulas**. This is the fourth of the four tablets in the game, so now you can complete the Side-Quest for August back at Isaac's Inn. But wait! Check your experience level and your Emel stash first! You can kill *three* birds with one Emel stone if you're at least a level 47 warrior and you have more than 100,000 Emel gathered. (Remember, Leav can make the Emelas Armor with that amount.)

If you're still short of the 100K mark in Emel, or your experience level is still less than 47, keep going until you hit both marks—be patient, you'll discover a *huge* stash of Emel down here soon enough.



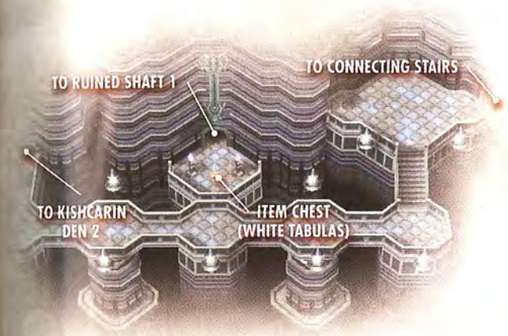


Connecting Stairs



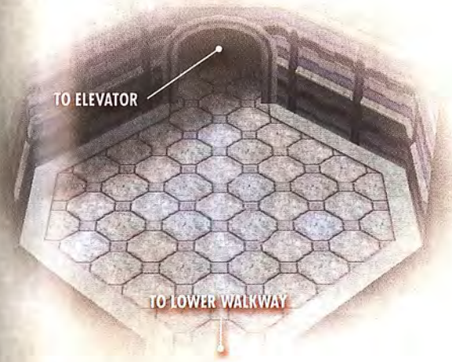
Descend the flights of stairs. Two Zeparoses supported by a healing Clarin are posted on the first landing, but the second landing is clear of foes. Whew! Continue down to the lower level.

Lower Walkway



Fight your way past Girons and Varions to the doorway on the far left. This leads to another Kishcarin den. We suggest you arm yourself with your fully charged Ericcil before you enter.

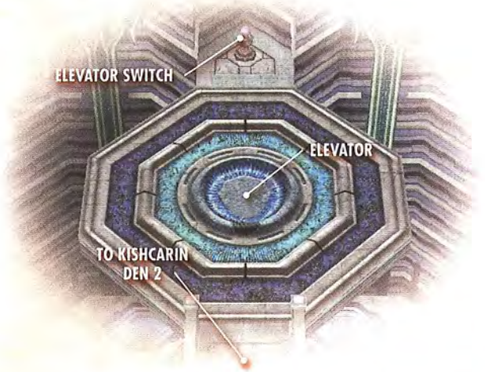
Kishcarin Den 2



Same fight as before, except this time the glorified door has some backup—two annoying Girons. Quickly unleash Ericcil's Sword Magic to eliminate the big mosquitoes and also knock down the Kishcarin's health. Use your other swords' magic attacks to weaken him considerably, then go finish him up. Proceed through the doorway.



Elevator (Top)



The blue platform is an elevator. Cross it to activate the glowing switch by pressing ■, then step onto the platform and select "Yes" to ride down.

Elevator (Bottom)



Ah, a Spirit Monument *and* an item chest! Heal up and open the chest to nab the **Capla Water**. Then follow the walkway south.



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Quad Plazas



Plaza 1



Descend the long stairway to the first of four plazas. Look out, because here comes the spinning Archis—four of them, in fact, supported by a healing Clarin. The Archis can inflict serious damage, and it's invulnerable when spinning unless you can get above it for a Downward Thrust. Don't get surrounded! Keep your distance and jump them one at a time. Slide in front of them when the Clarin emits its healing spheres.

Plaza 2

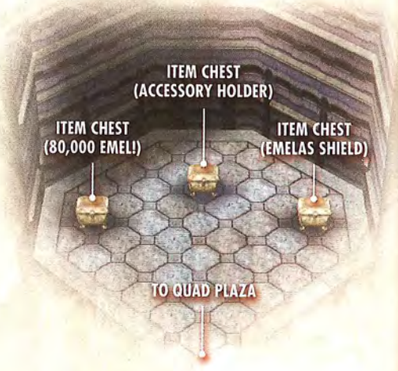
Head northeast up the stairs to the next plaza when the first area is clear. Guess what? Four more Archis spinners are waiting for you. Same tactic—keep your distance, then make a running leap for a Downward Thrust, then pull away before the other spinners can trap you.

Plaza 3

The next plaza features a flaming Zeparos and a pair of a new breed of spinner, the Rupenar. Unlike an Archis, the Rupenar has a ranged attack but can suffer damage while spinning, so just rush them and swing away. Then duck through the doorway at the back corner of the plaza.



Treasure Alcove (Item Chests)



This room is one of the most impressive finds in the entire game—three chests, each with a fabulous treasure inside. One holds a whopping **80,000 Emel**. (See, we *told* you to be patient.) Another gives you an additional slot for your **Accessory Holder**. The third chest holds the magnificent **Emelas Shield**.



Equip the shield right away, and add one of your slick new accessories to your Accessory Holder. Then step back out into the plaza. Be on your toes; the enemies there have respawned. Destroy them again and move on to the fourth plaza.

Plaza 4

Slash through the Rupenar and Varions, then stop for a self-assessment. This is probably a good place to teleport out of the Ruined City and finish off some unfinished business. Use the Wing of Alma to escape to the Ruined City's entrance and then head back to Port Rimorge.



BACK TO PORT RIMORGE: THE TABULAS AND THE EMELAS

Make your way back to town (it's a *long* trip) and visit August at his usual table in Isaac's Inn. After you have him read all of the Tabulases, he asks if he can keep them. Choose "Yes" and he gives you the **Winged God Emblem**. This handy accessory prevents all abnormal status effects when you equip it in an Accessory Holder slot. So equip it immediately and take out any other status prevention items, such as the Silver Armlet, Magic Talisman, Runed Earring, or Sylphen Boots.







Now head down to Leav's Emelas Studio. Talk to her; she notices your substantial stockpile of Emel and offers to make some **Emelas Armor** for you. Choose "Yes." As soon as you get this fine armor, equip it!

Next, head up to the Canaan Plain and return to the lair (just west of the Bridge Basin) where you previously defeated the big wasp, Piana-Pius. His angry cousin, Piana-Pullus, is waiting for you.

SUB-BOSS: PIANA-PULLUS

PRE-FIGHT RECOMMENDATIONS

ADOL	Level 48
SWORD	Level 10
EQUIPMENT	All swords, Emelas Shield, Emelas Armor
ACC. HOLDER	Heavy Belt, Sylphen Boots, Winged God Emblem OR Silver Armlet, Emelas Crown, Emelas Guards
TOOL HOLDER	Blue Potion (at least 3)

This blinking bee fights just like his Pius relative. Piana-Pullus rushes at you when his tail lights up; he rises up and fires stinger missiles; and he summons swarms of his pesky, poisonous Pisckel minions. Nail him with the Sword Magic from all three of your swords. After this initial blitz, keep Ericcil equipped and constantly recharging; the gold sword's lighting magic can zap Piana-Pullus even when he's hovering out of range. When the bee drops low, chase him around. Jump and bury your Upward Thrust attacks into his ugly segmented abdomen.

Once Piana-Pullus finally falls, an item chest appears with the **Emelas Glove**. Well done! Now you can make the long, *long* trek back to the Ruined City and work your way back down to the spot where you teleported out.



BACK TO KISHGAL

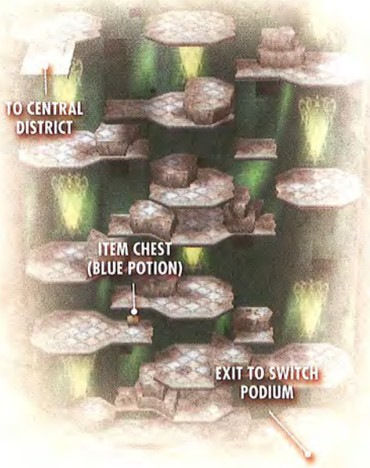
We'll just pick up the Ruined City walkthrough where we left off in the fourth plaza of the Quad Plazas area. Continue west until you reach Kishgal's central district, a system of interconnected plazas and walkways with four switch-activated circular platforms aligned in the middle of the area.

CENTRAL DISTRICT



Your goal here is to raise all four of the platforms to create a path to the next area. At the first intersection, a stairway descends to the south. However, go north instead and enter the first arched doorway on the north wall. This takes you into another ruined shaft full of shattered walkways.

Ruined Shaft 2 (First Switch)



Hop down the shaft platforms, nailing Zeparos sentries as you go. An item chest sits on the left side near the bottom. Open it to gain another **Blue Potion**.



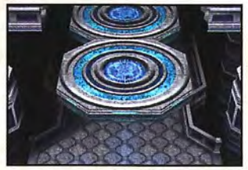
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Now hop all the way down to floor level and exit onto a balcony with a glowing switch. Approach the switch and press ■ to activate it. This raises one of the four aligned platforms in the district's main plaza—the second platform from the north. Now jump your way back up the ruined shaft. (It's the only way out.) Careful, the last jump is a tough one!




Second Switch

When you step through the arched doorway, walk straight south and drop from the opening in the railing. Another switch is just to the west. Activate it to raise the platform just south of the first one you raised. Two down, and two more to go.

Hop down to the ground and go south across the long ground-level plaza. Three Zeparoses line the southern end, guarding the stairs that lead up to the east. Wipe them out and ascend the staircase to the level where you first arrived. Go north to the arched doorway again, but turn left (west) when you get there.

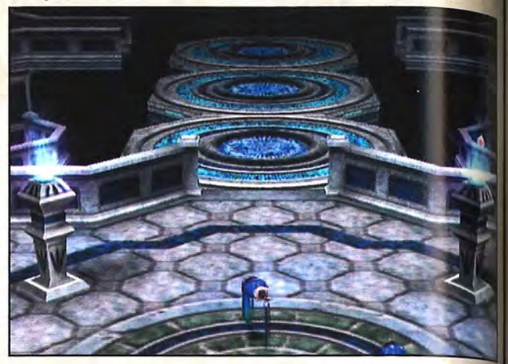
Ha! The first platform you raised creates a bridge that lets you cross to the western part of the upper walkway. Hop across and enter a second arched doorway.




Ruined Shaft 3 (Third Switch)



Enter the last shaft full of broken walkways. As before, hop your way downward, looking for the item chest near the bottom on the left side. This one holds another **Blue Potion**. Then drop to the bottom and exit onto another balcony with a switch. Activate the switch to raise the southernmost platform back in the main plaza.



Just one more switch to go! Hop back up to the top of the shaft and exit to the upper walkway.

Emel Stash



From the arched doorway, walk due south and drop down twice to reach an item chest with a nice stash of **10,000 Emel** inside. Then hop down to the main plaza and go back to the stairs in the southeastern corner. (Watch out for the respawned Zeparoses!) Ascend to the upper walkway again.

Third Switch

Go past the arched doorway and hop across to the raised platform. This time, turn left and head south, walking across the other two platforms you've raised. At the southern end, fend off foes as you proceed west, then descend the stairway to the last switch.




When you activate this switch, you raise the northernmost platform in the main plaza, completing a raised pathway to the next area. Climb back up the stairs and cross the four raised platforms to the northern balcony. Go through the arched doorway.



THE WYVERN CORRIDOR



Take a few steps north to the Spirit Monument; heal up and save your game. Then continue north up the long corridor and climb the stairs to the platform marked by a strange symbol. The game points out the vast open area spread before you and the "raven-black building" in the distance. Then Olha suddenly speaks out. She secretly followed you here!



Moment of Truth

As Olha says, once you cross to the Ark, there's no coming back. If you want to make any further purchases or sword upgrades, or go fight any remaining Sub-Bosses, select "No" when Olha asks if you're ready to go. Use the Wing of Alma to exit Kishgal, complete your tasks, then return to the Wyvern Corridor and talk to Olha to proceed.

The Big Majunun

The Majunun back at the alcove in the Ruins of Amnesia is almost impossible to defeat unless Adol is near level 60 and your swords are at level 11. Don't exit Kishgal to fight him unless you're prepared thusly!

Olha explains that you'll need her help to get any further. Then she warns that once you cross to the Ark, there's no way to return here; no more sword upgrades are possible. If you're ready, select "Yes." Olha plays her flute to summon a massive Wyvern Guide. Then she gives you the **Mirror of Zeme**, saying it is a protective charm, and tells you to board the Wyvern.




But before you can board, Geis suddenly appears and invites himself along for the ride. The two of you automatically step aboard to be transported across the void to the Ark of Napishtim. On the way, Geis fills you in on some history. Like Ernst, his older brother, Geis is a descendant of those who stole the Black Key from Alma.





Ernst wants the power of the Ark, and sent the three fairies to undo the seal on the Great Vortex; then Admiral Agares led him to the Rehdan priestess bloodline. Geis is trying to stop him.

The Wyvern arrives at its destination…



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The Ark of Napishtim

This is it, the grand finale. It's time for a Big Boss Bash—three Boss battles in all (five if you count different versions of the same bad guy), one right after another. We offer some good strategies for success, but hey, if you don't know how to fight by this point in the game, you've been cheating your way through.

Not that there's anything *wrong* with that…

NEW ENEMIES

Sera



Xisa



Jue



ARK ENTRANCE



Once you land, Geis rushes ahead. Save your game at the Spirit Monument and nab the **Seed of Power** from the item chest. Use the seed right away—believe us, every little bit helps. Now open the Camp Menu and equip yourself the way you want for the upcoming Boss battle. (See our Pre-Fight Recommendations.) Do it now! The moment you enter the next area, your Camp Menu is disabled and you're stuck with whatever you have equipped when you walk in.

When everything is ready, proceed north up the long corridor.

GALBA-ROA ARENA (BOSS FIGHT!)

When you arrive, Geis summons an elevator disk and rides up to the next level. Unfortunately, his ascension triggers the rise of a larger platform from below—a platform bearing the gigantic, ghoulish entity known as Galba-Roa, "The Original Galbalan." This is the beast that destroyed the entire Romun Fleet in about 10 seconds. Think he might be tough?





Boss Battle: Galba Roa

BOSS STATS: GALBA ROA

	NORMAL	HARD	NIGHTMARE
MAX HP	2000/1000	4000	6000
LEVEL	49		
STR	290		
DEF	280		
LUCK	50		
EXP	87		

PRE-FIGHT RECOMMENDATIONS

ADOL	Level 49
SWORD	Level 10
EQUIPMENT	All 3 Swords, Emelas Shield, Emelas Armor
ACC. HOLDER	Winged God Emblem, Sylphen Boots, Emelas Guard, Emelas Crown,
	Lucky Silver Coin
TOOL HOLDER	Blue Potion (at least 3) or Wild Fowl Meat (at least 5)



This is actually a two-part battle. Galba-Roa starts with 2000 HP and one set of attacks. After his HP drops to zero the first time, the monster revives with 1000 more HP and crawls after you, launching a second set of attacks—so be prepared!

Galba-Roa's primary attack is a fireball blast that sends a burst of four flaming projectiles in your direction, one after another. These are fairly easy to dodge if you stay on your toes.





But he follows up by spitting out a massive, wriggling worm that can inflict *all* status effects—Poison, Confusion, Curse, and Slow—as well as physical damage as it zooms past you. Wow! Good thing you equipped that Winged God Emblem for total immunity, eh?

Finally, if you get in close range, the monster tries to trample you or whack you with a mighty swing of its club-like tail.



Use Sword Magic from Blirante or Ericcil as your lead attack, rush in to unleash Livart's maelstrom in the beast's face, then start hacking away at the underbelly.



Punch out a combo attack or two, trying to land at least one Critical Hit, then quickly rush out of close range again. When Galba-Roa's fireballs or worms shoot at you, simply dodge. It's not rocket science. Hit him. Don't let him hit you.

After Galba-Roa falls and then revives with a new 1000 HP health meter, his attacks change as does your target. Now your goal is to nail the glowing red eye in the center of his forehead. Don't let the beast's pathetic-looking scramble fool you. Galba-Roa's still quite lethal, and his clawing swipe hurts a lot. He crawls toward you, trying to trample or trap you against the platform's edge. And his new tail-slam sends a deadly shockwave across the arena.





Keep moving and circling, hopping over the shockwaves and unleashing Sword Magic whenever the MP gauge refills. Look for chances to dash in and slice up that glowing eye!



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When Galba-Roa falls the second time, he's finished. Enjoy the show, then watch the glowing elevator disk drop back down from above. Step aboard and select "Yes" from the Start Device menu to ride up into the core of the Ark of Napishtim.





ARK CORE (SPIRIT MONUMENT)



Climb the first staircase to the Spirit Monument and save your game, then get the **Capla Water** from the nearby item chest. Open your Camp Menu and prep for the next battle. (See our Pre-Fight Recommendations in the next section.) Then proceed up the next staircase to see the wounded Geis, who just lost a match with his brother and the Black Key sword. He tells you about the creature you just defeated, then he passes out. Go through the north doorway.



THE THRONE FLOOR (BOSS FIGHT!)



Lord Ernst and his three servants, the fairies, discuss the fate of his "unworthy" younger brother. Isha lies on the throne at the top of a staircase. When you arrive, Ernst gives you a history lesson on the Eldeen civilization that gave rise to Ys Kingdom and the Celceta Dynasty. He describes the miraculous properties of White Emelas, and the unsuccessful attempts of his ancestors to make it using the power of the Ark.



Then Ernst wields the Black Key of Alamarion—his Black Emelas sword. He explains that he needs "the bloodline of the priestess" to master the key. Somehow, the sword siphons energy from Isha, and the transaction transforms Ernst into a winged demi-god!





He thinks he's pretty hot stuff, doesn't he? Time to bring him down a notch or two.

Boss Battle: Ernst

BOSS STATS: ERNST

	NORMAL	HARD	NIGHTMARE
MAX HP	2738	3505	4504
LEVEL	50		
STR	293		
DEF	279		
LUCK	156		
EXP	11,426		

PRE-FIGHT RECOMMENDATIONS

ADOL	Level 50
SWORD	Level 10
EQUIPMENT	All 3 Swords, Galba Shield, Galba Armor
ACC. HOLDER	Lucky Silver Coin, Galba Hand, Emelas Glove, Emelas Crown, Emelas Guard
TOOL HOLDER	Blue Potion (at least 3) or Capla Water (at least 2)



The first thing to realize is that the three fairies, while annoying, are essentially a distraction. Attack them only if they happen to be in the way. Focus your primary attention on Ernst. This is a tough fight, and you should take every chance to knock HP out of the winged egotist.

Fairy Immortal

You can't kill a fairy. If you lower a fairy's HP to zero, she merely hibernates for a few seconds then jumps back in the fray. Also remember that you cannot hurt a fairy using its own element—for example, Ericcil cannot hurt Sera, the lightning fairy.

That said, let's review the fairy powers. Jue the red fairy zaps you with blasts of fire; Sera the gold fairy casts lightning bolts at you; and Xisa the blue fairy functions like the Clarin, casting healing spheres at her Lord Ernst that boost his HP by 100 if they make contact. (As with the Clarin, you can intercept these spheres to gain the healing benefit yourself, but Adol gains only 10 HP per sphere.)



Fairy EXP

There is one benefit to knocking out fairies. Each time you do, you gain 505 EXP points. If you know you're close to leveling up, go fairy-swatting.

None of these fairy powers is troublesome enough to require chasing fairies relentlessly around the arena. However, you *may* want to prevent the girls from uniting to form their Triangle Seal, which tracks and temporarily immobilizes Adol, making him easy prey for Ernst and his killer Black Sword.



If you see Jue, Xisa, and Sera drifting together toward the center of the platform, rush over and knock one fairy out of the air. If they do form the Triangle Seal, run away from it until it dispels.



Now let's look at Ernst, a man of many talents. His primary attack, of course, is his Black Sword strike. With Alamarion, Ernst can swing, spin, or execute a blue-streak dash that inflicts extensive damage if it hits you.

Ernst also has a couple of laser-like attacks, firing single or multiple shots of intensified light. He can also summon up a pillar of light with an initial explosion followed by a shockwave that spreads in a circle across the arena.





Last but not least, Ernst fires a bundle of homing beams straight up in the air that track you around the area and then drop on your position, hitting hard if you're stationary.



Again, the key here is to direct almost all of your attack energy on the main target. Frenetic activity by four foes makes this a wild-looking fight, but try to stay focused and calmly hunt Ernst. Blast him with the Sword Magic from each of your swords in succession in the opening seconds, and then stick with your highest level sword after that. (All swords being equal, we like Ericcil because its auto-targeting bolts can hit flying creatures more easily.) Pop the occasional Blue Potion when things get hairy, and you should be fine. After all, if you've gotten this far, you probably know how to wield an Emelas blade effectively.

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Kishgal
Napishtim

When Ernst drops, you get a huge infusion of EXP (11,426 to be exact). Adol automatically runs upstairs to the throne to check on Isha.





Meanwhile, Ernst makes one last valiant effort to rise again, but Geis suddenly appears and demands to end this delusional obsession once and for all. Ernst tries to use the Black Key to summon the Ark and its unspeakable power. But as in all classic tales of hubris, he merely succeeds in harming himself and triggering catastrophe.



And suddenly, the Ark itself speaks: "Control key no longer operational. Now switching to automatic control." Uh oh. As Ernst explains, the worst has happened. The Ark's immense power gives it control over weather and seas, and it is automatically programmed to revive the Eldeen civilization which created it. To do this, says Ernst, it will likely generate a mammoth tidal wave big enough to destroy the entire Eresian continent! Ernst opens the path up the core to the Sacrament Floor and urges Adol to use the three keys to stop the Ark.

Then Ernst makes peace with his brother and orders the fairies to follow Geis. He disappears in a blinding flash. His time is up. Geis agrees to take Isha, leaving you to do your work on the Sacrament Floor.

When the scene ends and everyone is gone, you regain control of Adol. Go back south to the Ark Core entrance and save your game at the Spirit Monument. Prep for the last battle; see our Pre-Fight Recommendations in the next section. Recharge the MP gauges for all three of your swords.

This is a good time to equip the Daylight Stone accessory, good for one full resurrection if you expend your HP. We also like putting the Capla Water in your Tool Holder; not only does one vial restore full HP, but it also fully replenishes your MP gauge, a critically important benefit in the upcoming fight. Then return to the Throne Floor and go to the crystalline staircase just east of the throne.



CORE STAIRWAY



Climb the staircase as it spirals up through the vast interior of the structure. It's a long climb that leads you to the Sacrament Floor. Before you reach the top, double-check that all three swords have fully charged MP gauges, and equip Livart, the blue sword, to start. (You'll see why in a minute.)

THE SACRAMENT FLOOR (FINAL BOSS FIGHT!)



Hang in there… You're just one masterful performance away from saving the world (and beating this great game)! The Ark is a somewhat surly, arrogant piece of Emelas with a mind of its own. It lectures you for a while on "false civilization" and such, and then gears up its formidable defenses. Here we go again!



Boss Battle: Napishtim

BOSS STATS: NAPISHTIM

	NORMAL	HARD	NIGHTMARE
MAX HP	1000x3/5000	1500x3/6250	2000x3/7500
LEVEL	51		
STR	300		
DEF	300		
LUCK	50		
EXP	11,653		

PRE-FIGHT RECOMMENDATIONS

ADOL	Level 50
SWORD	Level 10
EQUIPMENT	All 3 Swords, Emelas Shield, Emelas Armor
ACC. HOLDER	Emelas Guard, Emelas Crown, Emelas Glove, Lucky Silver Coin, Daylight Stone
TOOL HOLDER	Capla Water (at least 3) or Blue Potion (at least 5)



You must fight the Ark in two stages. In the first stage, your goal is to destroy the three colored crystals (red, blue, and yellow) that rotate around the Ark's central hub. Each crystal has 1000 HP. In the second stage, you attack and destroy the white glowing "eye" of Napishtim on the hub itself. The eye has 5000 HP.

First Stage: To destroy each colored crystal, you must strike it with the sword that corresponds to its color—Livart for the blue crystal, Blirante for the red, and Ericcil for the yellow. Again, the crystals rotate around the central hub. Again, each crystal has 1000 HP of health.

Unfortunately, three rings emitting painful defense beams rotate in the opposite direction and at different heights. Thus your best bet is to run in that direction—that is, the direction the beams are rotating—to minimize collisions with the beams.

The lowest ring emits all blue lasers; you can jump over these. The highest ring emits red lasers; these hit you only if you jump up into them. These two rings (blue and red) rotate at the same speed, so it's easy to find an empty section (no beams high *or* low) and run along in that gap. But the wild card is the middle ring, the one emitting yellow lasers. This ring is tilted, so the yellow beams can swivel high or low. Plus it rotates *faster* than the red and blue laser rings, so the variability keeps you on your toes as the yellow lasers sweep past.





Now let's go back to the start. The moment the fight begins, the blue crystal is directly in front of you. If you equipped Livart before you arrived on the Sacrament Floor (as we suggested earlier), attack the blue crystal and *immediately* trigger Livart's maelstrom magic. This weakens the blue crystal so much that one or two more regular strikes with Livart will destroy it.

Now start moving in the same direction as the laser beam rings. Try to look ahead to see which crystal will approach next going the opposite direction, then *quickly* equip the sword of corresponding color. Thus if the yellow crystal approaches, switch to Ericcil and trigger its Sword Magic lightning attack to weaken the yellow crystal, then finish it off with a few swift follow-up strokes. Two crystals down already, only one to go!





Switch to Blirante and keep moving with the beams. Soon enough, the red crystal approaches. Repeat the process—nail it with Sword Magic, then finish it off with a few whacks of the sword. Well done!

Second Stage: Easy enough, eh? But now comes the hard part. The smug Ark voice announces: "Wall of water deployed by force field. Preparing to cleanse the west coast of the Eresian continent. Moving on to final phase." What a cold bastard! No doubt about it: He needs to be stabbed right in the eye.

Now the Ark's defenses kick back to life. The central hub raises and lowers intermittently, and rotates too. When the hub is raised, the Ark's white "eye" is exposed. This is your new target. *Nail that eye!* Careful, though. It can fire a devastating laser beam that we'll discuss in a minute.



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The new defensive system is brutal. First, a glowing force-field emanates outward from the hub. Note that the circular platform around the hub (that is, the area where you can run) has two levels. The hub can discharge its force-field onto the high part of the platform (if the hub is raised) or the low part (if the hub is lowered), but not both at the same time. So to avoid force-field damage, simply jump up or down to the safe part of the platform.





Second, black and white crystals start floating above the ring platforms after a few seconds. The white diamond-shaped crystals fire energy bolts; the tall black crystals (they resemble chess pieces) release explosive purple bubbles that track your movement. The bubbles explode on contact; if there's no contact, they dissipate slowly.

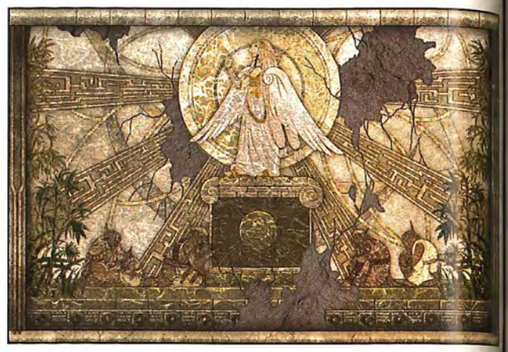




Finally, the Ark's most lethal attack is the megawatt laser beam that fires from the white "eye," which appears when the central hub raises and rotates. *Do not stand in this beam!* You will die very quickly. Instead, post yourself just to the side and wait for the laser beam to expend itself, then quickly jump in to land a few hits or launch a Sword Magic attack.



As mentioned earlier, the Ark's hub-eye has 5000 HP, so you need to get in multiple hits while dodging its deadly beam whenever the hub is raised. Any of the Sword Magic attacks are effective, but we like nailing it with Livart's blue maelstrom.



When you finally defeat the Ark, you've won the game and trigger the automatic ending sequence. We won't spoil it by giving you the specifics of the story wrap-up, but here are some shots of the finale. Enjoy! And congratulations and beating a very challenging game.













Part III: Data

The following section contains detailed information about the weapons, equipment, items, and monsters in the game. Since this section does contain spoilers about where to find items and how you obtain them, read this at your own risk!

Weapons

Adol has a very limited arsenal (four whole swords!) but the upgrade potential of the three Emelas swords gives you something to shoot for as you play through the game.

The Emelas swords (Livart, Blirante, and Ericcil) are given to you for free at specific points in the game and it doesn't cost anything to upgrade them.

However, you are required to collect specific amounts of the enigmatic crystal, Emel, in order to strengthen your swords and increase their innate magical properties. Emel is dropped by many of the monsters encountered on the field or in dungeons. It is also won at the end of each of the Trials in the bonus dungeon, Alma's Trials, accessed through use of the Wing of Alma. To upgrade any one of the Emelas Swords, visit Leav in her studio in Port Rimorge with sword and Emel in hand.

LONG SWORD



STR: +15

The **Long Sword** is Adol's default weapon at the very start of the game. It is a simple sword without any magical properties. When it is broken at the end of the first Boss battle, against the Wandering Calamity, Demi-Galba, the chief of Redhan Village, Ord, gives you the first Emelas sword, Livart, as a replacement.

LIVART



Livart is the first of the Emelas swords you obtain during your quest. It is imbued with the power of Wind and is capable of producing two different type of special Wind-based attacks. Once you upgrade Livart to Lv2, Maelstrom magic becomes available. When the sword's magic gauge is full, press ◉ to release a powerful tornado reaching up into the sky. This attack is great against flying or jumping enemies. At Lv4, Livart's Wind Sword Skill is activated. At this point when you use the Livart sword in a three-hit combo, a whirlwind attack is added to the end.

LV	EMEL	STR	SWORD MAGIC LV	ADDITIONAL EFFECTS
1	-	20	1	-
2	5	27	1	Maelstrom Magic activated.
3	13	34	1	-
4	34	41	1	Wind Sword Skill activated.
5	88	49	1	-
6	230	56	2	Maelstrom Magic strengthened
7	600	63	2	-
8	1540	70	2	Auto Magic Gauge Refill activated.
9	4010	78	2	-
10	10900	85	3	Sword Magic reaches max level.
11	100000	95	3	Auto Magic Gauge Refill quickened.

BLIRANTE



Blirante is the second of the three Emelas swords to come your way. You obtain this one after defeating the Feather of Avarice, Zonplas, on Grana-Vallis Mountain. Blirante is imbued with the power of the element fire and produces two special fire-based attacks. Explode is the sword's magic attack. When the sword's magic gauge is full, press ◉ to unleash a line of explosive fire at your enemy. This attack works well when fighting enemies from afar. Blirante's sword skill, activated at Lv4, is a lesser version of the Explode magic. You activate this attack by charging up Blirante by holding down ■.

LV	EMEL	STR	SWORD MAGIC LV	ADDITIONAL EFFECTS
1	-	23	1	-
2	5	30	1	Explode Magic activated.
3	13	37	1	-
4	34	44	1	Flame Sword Skill activated.
5	88	52	1	-
6	230	59	2	Explode Magic strengthened.
7	600	66	2	-
8	1540	73	2	Auto Magic Gauge Refill activated.
9	4010	81	2	-
10	10900	88	3	Sword Magic reaches max level.
11	100000	93	3	Auto Magic Gauge Refill quickened.

ERICCIL



Defeating the Guardian of Cradles, Ud-Meiyu, at the end of the Ruins of Amnesia gives you access to Zemeth Sanctum and **Ericcil**, the last of the Emelas swords. Ericcil is imbued with the spirit of lightning. It's magic attack, Lightning, shoots bolts of electricity at your enemies. Ericcil's Thunder Sword Skill is triggered by pressing ■ repeatedly until Adol spears the enemy with a sliding lunge. This attack is unique in that it actually carries Adol across the battlefield a short distance.

LV	EMEL	STR	SWORD MAGIC LV	ADDITIONAL EFFECTS
1	-	18	1	-
2	5	25	1	Lightning Magic activated.
3	13	32	1	-
4	34	39	1	Thunder Sword Skill activated.
5	88	47	1	-
6	230	54	2	Lightning Magic strengthened.
7	600	61	2	-
8	1540	68	2	Auto Magic Gauge Refill activated.
9	4010	76	2	-
10	10900	83	3	Sword Magic reaches max level.
11	100000	88	3	Auto Magic Gauge Refill quickened.



Armor

There are six types of armor and shields available in *Ys: The Ark of the Napishtim*. Some you buy with your hard-earned Gold, while others you must risk life and limb for. The best thing about armor and shields in this game is that the change of armor is reflected on Adol's character sprite on screen. So, in addition to protecting Adol and upping his Defense, it also helps him make a fashion statement!

ARMOR

Hard Leather

DEF: +8



This basic armor made out of tanned beast hide is crafted by Rehda and is available for purchase from the merchant Kevin for 100 Gold. Since Adol arrives at Rehda village without any armor, it's a good idea to purchase this as soon as you raise the cash out in the fields of Quatera Woods.

Breast Plate

DEF: +32



This golden armor, made up of a special alloy, is the last piece of armor available in shops. To be precise, it is available through Rose's ship in Port Rimorge for the price of 6200 Gold. That's a lot of money to save up, but you'll find it most beneficial if you purchase it before taking on the Boss in the Ruins of Amnesia.

Ring Mail

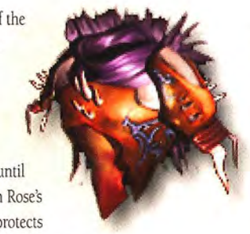
DEF: +16



Look for this light and mobile armor made up of small links in Rose's shop in Port Rimorge. This armor can be yours for the reasonable price of 670 Gold. Be sure to raise the money for it before you take on the monsters in Grana-Vallis Mountain!

Galba Armor

DEF: +42



This armor was created from the corpse of the Wandering Calamity, Demi-Galba (or one of them) and makes Adol look like he's sprouted wings! Although it provides great defense, it also has a down side. The Galba Armor automatically infects the wearer with Poison, so don't equip it until after you've bought the Silver Armlet from Rose's store in Port Rimorge. The Silver Armlet protects the wearer from Poison and, thus, negates the Poison effect of the Galba Armor. Pretty nifty, eh? Look for this armor in a treasure chest in Limewater Cave.

Bandit's Mail

DEF: +24



This piece of armor is made up of hide strengthened and hardened with resin. The preferred armor of bandits, it has the unusual (and helpful!) property of increasing the amount of Gold you obtain after defeating an enemy by 10%. Look for this armor in a treasure chest deep inside Grana-Vallis Mountain.

Emelas Armor

DEF: +50



This is the best armor in the game and comes imbued with some excellent properties. In addition to raising Adol's DEF stat, it also increases his max HP by 10% and has a small chance of nullifying any enemy attack. To get this armor, you must go to Leav's Studio in Port Rimorge after you raise the Ark of Napishtim and give her 10,000 Emel.

SHIELDS

Buckler

DEF: +6



This simple, easy-to-use wooden shield is Adol's default armor at the start of the game. It provides a moderate amount of protection, and is perfectly adequate for the monsters around Rehdan Village. However, you must replace it quickly once you move on to Port Rimorge and the Canaan Plains.

Kite Shield

DEF: +25



This is the final shield you'll have to buy, and its cost is a hefty 4600 Gold. Save up the money as you fight your way through the Ruins of Amnesia and be sure to run back to Port Rimorge for a quick shopping trip before you take on that dungeon's Boss. The shield's high DEF comes in handy against Ud-Meiyu.

Round Shield

DEF: +12



The Round Shield is an improvement on the Buckler and can be purchased for the reasonable sum of 410 Gold from Rose's store in Port Rimorge. Like the Ring Mail, this is an item you'll want to acquire before you enter the Grana-Vallis Mountain.

Galba Shield

DEF: +30



Unlike the Galba Armor, this shield only has good things associated with it. The Galba Shield not only raises Adol's DEF stat, it also boosts his STR stat by 5 points. You can pick up the Galba Shield in Limewater Cave.

Rehdan Shield

DEF: +18



This shield is said to protect the wearer against spirits and raise his or her luck. Although these powers are only rumors, the boost in defense it brings will come in handy when you take on the Boss in Grana-Vallis Mountain. Look for the Redhan Shield in a treasure chest as you scale the mountain.

Emelas Shield

DEF: +40



This is the best shield in the game. Located inside a treasure chest in the Ruined City of Kishgal, this magical shield has the added property of increasing the speed at which the Magic Gauge on your swords fills up. This enables you to cast Sword Magic more often and more quickly, making the Emelas Shield a worthwhile addition to your arsenal.

Accessories

Accessories play a large role in *Ys: The Ark of Napishtim*. They augment Adol's strength and defense, protect him from nasty status anomalies, and even help illuminate paths and make certain monsters easier to defeat. Of course, choosing the best accessories requires strategy and cunning. Fortunately, there are four Accessory Holders scattered throughout the game to increase the number of Accessories you can equip at any one time.

BELL OF SILENCE

Location: Canaan Plains, in treasure chest that appears after defeating Piana-Pius.



The Bell of Silence lowers the defense stat of the Nirva in Limewater Cave, making Adol able to defeat them.

BLOODY NAIL

Location: Treasure chest in the Ruins of Amnesia.



When equipped, Adol recovers 5 HP with each monster he defeats. This is a very handy accessory to have equipped when you are clearing out a dungeon. However, be sure to remove it before a Boss battle for something more useful.

DAYLIGHT STONE

Location: Port Rimorge. Return all of the pikkards to Emilio. This event occurs after the invasion of the Romuns.



This talisman has the power to revive and recover Adol completely once if he dies in battle.

ELDIAN ORB

Location: Treasure chest in Ruins of Amnesia, guarded by the Lv60 monster, Majunun.



When equipped, this orb increases the rate at which the currently active sword's magic gauge refills. This is very helpful in battles where Sword Magic is important.

EMEL MALLET

Location: Port Rimorge. Trade Agu a bottle of Capla Water in return for it.



When Adol has this item equipped, the amount of Emel you receive at the end of a battle increases by 50%.

EMELAS CROWN

Location: Quatera Woods West, in treasure chest that appears after defeating Gaposasura.



This crown made of Emel raises Adol's Max HP by 50%. It also increases his Luck, increasing the chance for a Critical Hit. In combination with the rest of the Emelas equipment, it's a MUST for the final battles in the game.

EMELAS GLOVE

Location: Canaan Plains, in treasure chest that appears after defeating Piana-Pullus.



This item increases Adol's STR stat +5 and DEF stat +5 when equipped. Like the Emelas Crown, it's a great accessory for the final battles in the game.

EMELAS GUARDS

Location: Limewater Cave, in treasure chest that appears after defeating Deadollon.



When equipped, this item increases Adol's STR stat by 5 points. It also allows Adol to automatically recover HP when he's standing still.

GALBA HAND

Location: In treasure chest in Ruins of Amnesia.



This item increases Adol's STR stat by 10 points while decreasing his DEF stat by 10 points.

HEAVY BELT

Location: In treasure chest in the Ruins of Amnesia.



This heavy metal belt raises Adol's DEF by 6 points. However, its weight causes the wearer to be inflicted with the "Slow" status anomaly. Wear it in combination with the Sylphen Boots to counter this effect.

LUCKY SILVER COIN

Location: Port Rimorge. Return the Gold Locket, given to you by Toksa in return for the Pirate's Firewater item, to Calman.



Increases Adol's Luck when equipped. In practical terms, this means that Adol has a greater chance of performing a Critical Hit while in battle. It's a good accessory to use in Boss battles.

MAGIC TALISMAN

Location: Port Rimorge. Purchase in Rose's Store for 1300 Gold.



When equipped, this item protects Adol from the "Curse" status.

RAINBOW FRAGMENT

Location: Treasure chest in Mythos Path.



When equipped, this prismatic crystal shows the true form of ghostly foes and reveals invisible pathways. Use it to reach the Black Tabulas and the Eldian Orb in the Ruins of Amnesia.

RUNED EARRING

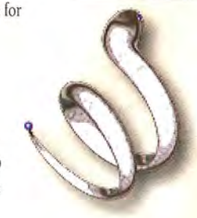
Location: Treasure chest in Quatera Woods West.



When equipped, this protects Adol from the "Confusion" status. Next to the Silver Armlet and the Winged God Emblem, it's one of the most useful status protection-type accessories in the game.

SILVER ARMLET

Location: Port Rimorge. Purchase in Rose's Store for 20,000 Gold.



When equipped, this item prevents Adol from being infected with the "Poison" status. It is particularly helpful in combating the poisonous properties of the Galba Armor. Be sure to save up enough Gold to buy this item before entering the Limewater Cave.

STARLIGHT MEDAL

Location: Treasure chest in Romun Fleet.



When equipped, this item increases amount of experience received at the end of a battle by 50%. Equip it to reach Lv50 or higher.

SYLPHEN BOOTS

Location: Treasure chest in Grana-Vallis Mountain.



When equipped, this item protects Adol from the "Slow" status. Use in combination with the Heavy Belt to dispel this effect.

THIEF'S GLOVE

Location: Port Rimorge. Received as a reward from Lloyd when you defeat the monsters infesting the Coast Path, which appear after you defeat the Grana-Vallis Mountain Boss, Zonplas.



This increases the amount of Gold Adol receives after defeating monsters by 50%. It's a great accessory to equip during the first part of the game when you need Gold to purchase armor and other equipment from Rose's Store in Port Rimorge.

WINGED GOD EMBLEM

Location: Port Rimorge. Trade all five Tabulas with August for this item.



When equipped, this item protects Adol from all status effects. It's the best status protection-type accessory in the game. Be sure to equip it as soon as you obtain it and don't take it off!

WOODEN BRACELET

Location: Quatera Woods. A present from Isha, given to you as you head from Redhan Village to Mythos Path after the battle with Demi-Galba.



This is a hand-carved bracelet made by Isha that raises Adol's STR stat +2 and DEF stat +2. It's a great accessory to use through the first couple of dungeons.

Tools

Of course, where would Adol be without items to recover Hit Points (HP), increase his stats, or heal his status anomalies? Armor and Accessories can provide only so much protection! Tools are found in a variety of places. You can buy them from Kevin in Redhan Village or Cloa in Port Rimorge. If money is a problem (and it often is!), tools are often dropped when you defeat certain monsters.

When you're in the field leveling up or in a dungeon, this is often the best way to fill your inventory with the healing preparations you need the most. It also allows you to save your Gold for the things you can't find outside of a Store, like certain accessories and armor.

TITONUTS

Cost: 30 Gold
Dropped by: Adamus, Bholg, Cedollon, Ceram, Gilcha, Klimsaw, Quia, Gaposdhala Sprout



This nutritious nut recovers up to 20 HP. It's the first recovery item you are likely to buy or find in the field. Make sure you have a full inventory of them before challenging the first Boss, Demi-Galba!

WILD FOWL MEAT

Cost: 1500 Gold
Dropped by: Ghargil, Rupenar, Varion



Eating this meat restores up to 180HP. It is an expensive commodity, but not so much so that it puts it out of your reach when you really need it. However, by the time you would normally start relying on this item as your main recovery potion, you'll be fighting monsters that drop it on a regular basis.

HONEY

Cost: 100 Gold
Dropped by: Bholdom, Black Dollon, Dormen, Dumhead, Gadoc, Klimfe, Oacha, Refua, Sarion



A sweet honeycomb that restores up to 50HP. Stock up on this treat when you're leveling up in the Canaan Plains or fighting monsters on Grana-Vallis Mountain!

BLUE POTION

Cost: 8500 Gold
Dropped by: Archis, Giron



This expensive blue elixir restores up to 300HP. Due to its prohibitive cost, you probably aren't going to want to waste your Gold buying it until much later in the game. And even then, you might want to wait until you encounter monsters that drop this precious liquid. When you get the Rose's Influence item, sell unneeded bottles of this potion for almost all of its selling price!

HERB

Cost: 400 Gold
Dropped by: Bholgillum, Birandi, Birandi (Mimic), Gaetoil, Nabood, Nirva, Romun Soldier, Volberra, Zeparos



Snacking on this ancient herb restores up to 100 HP. It strikes a good balance between healing power and price. However, as with most healing items, by the time you have enough Gold to purchase this freely, you'll be fighting monsters that drop the item for free!

CAPLA WATER

Capla Water is an elixir that does everything! It completely restores Adol's HP, cures any abnormal status effect, and fully restores your current sword's MP gauge. That's the good news. The bad is that you cannot purchase this heavenly potion anywhere in the game. Instead, look for bottles of Capla Water in treasure chests—usually those located in hard-to-reach areas. This elixir is very rare, so save it for use in the final Boss battle. Well, except for the bottle you need to trade to Agu in order to get the Emel Mallet.



SEED OF VITALITY

Cost: 20000 Gold



These seeds raise Adol's Max HP by 5 points. Unlike the Seeds of Power and Defense, you can purchase these seeds from Kevin in Rehdan Village—but only after the suspension bridge between Canaan and Quatera islands has been repaired. These seeds are also found in treasure chests and given as rewards at the end of certain events.

SEED OF POWER



These seeds raise Adol's STR stat by 1 point. You cannot buy them in stores, and they are not dropped by monsters. Look for them in treasure chests or as rewards when you complete specific events.

SEED OF DEFENSE



These seeds raise Adol's DEF stat by 1 point. You cannot buy them in stores and they are not dropped by monsters. Instead, you will find these rare items in treasure chests or obtain them through specific events.

KAMIO FLOWER

Cost: 40 Gold
Dropped by: Green Dollon, Pisckel, Refua



This mint-scented flower is used to cure Poison. Keep them on hand until you have enough Gold to purchase the Silver Armlet!

OROI FRUIT

Cost: 200 Gold
Dropped by: Blue Dollon, Red Dollon, Yellow Dollon, Yurefua, Zadrom



This spicy fruit cures a person of three abnormal status effects: Confusion, Curse, and Slow.

LIMURIAN MUSHROOM

Cost: 300 Gold
Dropped by: Bholgillum, Black Dollon, Nabood, Yurefua, Zadrom



This glowing mushroom cures a person of all abnormal status effects like Poison, Curse, Slow, etc. A must-have for the Limewater Cave and Northwest Quatera Woods!



Event Items

As you travel throughout the world of *Ys: The Ark of Napishtim*, you'll discover items that seem to have dubious value. They aren't conventionally useful like pieces of armor, accessories, or even healing potions. These Event Items usually fulfill a single purpose in the game and are useful for a single event, like the Romun Key or the Letter to Baslam. Some Event Items provide information (like the five Tabulas), while others grant benefits just by having them in your inventory (like the Wing of Alma or the Gratios Talisman). Regardless of their usefulness, all of the following Event Items are very important to your success in *Ys*.

MIRROR FRAGMENT (1)

How to Obtain: Found on top of Grana-Vallis Mountain, before you take on the Boss, Zonplas.



This is a fragment from the Mirror of Zeme, an artifact passed down to the Rehdan priestess, Olha. Return it to her to receive a Seed of Defense.

MIRROR FRAGMENT (2)

How to Obtain: Found in the final chamber of the Ruins of Amnesia, before you take on the Boss, Ud-Meiyu.



This is a fragment from the Mirror of Zeme, an artifact passed down to the Rehdan priestess, Olha. Return it to her to receive a Seed of Power.

MIRROR FRAGMENT (3)

How to Obtain: Found in the final chamber of the Lake Cave, before you take on the Boss, Orjugan.



This is a fragment from the Mirror of Zeme, an artifact passed down to the Rehdan priestess, Olha. Return it to her to receive a bottle of Capra's Water.

MIRROR OF ZEME

How to Obtain: Given to you by Olha in the Ark of Napishtim.



A mirror made up of White Emelas. This artifact was handed down to the Rehdan priestess, Olha, by her mother. It was stolen by pixies and broken into three pieces. It holds untold powers.

WING OF ALMA

How to Obtain: Found in a treasure chest in Grana-Vallis Mountain.



This magical artifact allows you to warp out of the depths of a dungeon to the first Spirit Monument, found inside its entrance. This item also allows you to warp to the entrance of the bonus dungeon, Alma's Trials. You can take on the Trials in that dungeon whenever you see the wing flash.

GRATIOS TALISMAN

How to Obtain: Talk to Balsam after you obtain the Ericcil sword from Zemeth Sanctum.



This item allows the wearer to breathe underwater. Having this talisman in your inventory enables Adol to reach water-logged places originally out of bounds to him.

KEY OF ROMUN

How to Obtain: Search the unconscious Admiral Agares after the Boss battle with Lanaluna.



This key allows you to open the locked treasure chests on board the Romun Imperial Fleet's ships.

ADMIRAL'S KEY

How to Obtain: Release the Rehdan prisoners in the hold of the first ship in the Romun Imperial Fleet's ships.



This Key unlocks the door to the hold where Olha is being kept. Beware! Inside this hold you'll also find the Admiral's pet, the Boss Lanaluna!

WYVERN MEDAILLE

How to Obtain: Talk to Ord in his room in Rehdan Village after the Ark of the Napishtim has been raised.



When you place this medallion in the monument on Windseeker Heights, it opens up the pathway into the Ruined City of Kishgal.

MAP OF CANAAN

How to Obtain: Go to Raba's House in Port Rimorge and speak with the sage himself. This happens on your first visit to the city.



This is a map of the Canaan Islands created by Raba himself. It should come in handy as you explore the islands on your quest.

LETTER TO BASLAM



How to Obtain: Accept Quval's request to take this letter to Baslam in Port Rimorge.

The Side Quest involving this item is not very obvious. To begin, talk to Xaxon when you first reach Canaan Island (he's by the suspension bridge to the south of the Mythos Path exit). He sees the Rehdans on the other shore, but doesn't know what they are saying. Go back to Quatera Island through the Mythos Path and talk to Quval by the suspension bridge on the Rehdans' side to find out what's going on. He gives you the Letter to Baslam in hopes of getting the Canaans' cooperation in fixing the bridge. Deliver the letter to get 30 Gold from Baslam, then head back to tell Quval the good news and get a Seed of Power.

ROSE'S INFLUENCE



How to Obtain: Buy all of the items in Rose's Store in Port Rimorge.

This is a memo from Rose to her kid brother, Cloa, ordering him to buy any of Adol's unneeded items for a "high price." Once you have it in your inventory, you can sell your items back to Cloa for 75% of their normal selling price rather than the standard half off.

PIRATE'S FIREWATER



How to Obtain: Found in a treasure chest inside the Pirate Ship in Sunrise Inlet.

You can sell the Pirate's Firewater to Calman for 2500 Gold or trade it to Toksa in Redhan Village for the Gold Locket. The Gold Locket is the key to getting the Lucky Silver Coin accessory, so don't get sucked in by Calman's offer. 2500 Gold isn't all that much money!

GOLD LOCKET



How to Obtain: Trade Toksa in Redhan Village the Pirate's Firewater for this item.

The Gold Locket is a simple gold locket with the picture of a happy family inside. To you, it may seem like nothing, but it means a lot to Calman in Port Rimorge. The family is his, and he's so grateful to get this item back that he gives you the Lucky Silver Coin.

PIKKARD



How to Obtain: Look for four of these escaped piggies on Windseeker Heights, Grana-Vallis Mountain, and in the Ruins of Amnesia and Sunrise Inlet.

After the raising of the Ark of Napishtim, Emilio returns to Port Rimorge to learn that all of his Pikkards have escaped from their pen. Round them all up (you must do this one at a time, unfortunately) and Emilio will give you the Daylight Stone as a token of his gratitude.

BLUE TABULAS



How to Obtain: Found in a treasure chest in Grana-Vallis Mountain. All tabulas can be read by August in the Bar in Port Rimorge.

This is a tablet made of blue Emelas. On the back side in ancient lettering is the following inscription:

"Twilight is upon me; darkness overtakes my sight. In the fading glow, I unburden my memories upon stone, lest they rot away with my flesh:

How the Rehda once lived with Alma in the land of Canaan, tranquil under her protection, until the arrival of the black calamity. Long has our past laid shrouded in this darkness. I leave these writings as the last Rehda to have seen Alma. May the faithful Emelas tablets reveal my vision to readers ages hence. O, one who challenges the deep darkness, I can only hope that thine light shines true."

RED TABULAS



How to Obtain: Found in a treasure chest in Mythos Path. You must have the sword Ericcil to gain access to the chamber holding this item. All tabulas can be read by August in the Bar in Port Rimorge.

This is a tablet made of red Emelas. On the back side in ancient lettering is the following inscription:

"I first describe the Emelas, upon which sit these words. A crystalline fiber spun from stone called Emel. It was imparted to us on this land by Alma of Eldeen, home of the gods. It is said to be the life's blood and mother's milk of that ancient country. In a cauldron of cold water, various colors of Emelas were interwoven, creating a Black Emelas of power and a White Emelas of life. The black possessed the power of all colors, whilst the white had the ability to speak to that black power. In time, the blackness rose over the great seas as soldiers, and the white glow became wings upon the backs of the gods."

GOLD TABULAS



How to Obtain: Found in a treasure chest in Limewater Cave. The Bell of Silence is needed to defeat the Nirva guarding the chamber. All tabulas can be read by August in the Bar in Port Rimorge.

A tablet made of gold Emelas. On the back side in ancient lettering is the following inscription:

"I must also write of the Tailless, who existed in our land as children of Alma, just as we Rehda did. Clever and strong, they could accomplish whatever their hearts desired. They learned Alma's work, and were soon able to spin Emelas. Upon mastering this art, they dreamt of spinning even the black and white, but Alma would never teach them—for without wings, they could not hope to control the black power. Even so, they never abandoned hope, and continued their solitary pursuit in their caves. But never did they see the raven-black light. All that was born from their cauldron was neither black nor white, but gray Emelas."



BLACK TABULAS



How to Obtain: Found in a treasure chest in the Ruins of Amnesia. You must have the Rainbow Fragment to reveal the hidden pathway leading to the chamber. In addition, you also need the sword Ericcil at Lv4 or higher to enter the chamber. All tabulas can be read by August in the Bar in Port Rimorge.

A tablet made of precious black Emelas. On the back side in ancient lettering is the following inscription:

"I now write of the Ark of Black Emelas, and the cataclysm that befell Canaan. The raven-black Ark, said to have been built by Alma, quieted winds and waves, bringing peace to Eldeen. But when the Tailless tread within to find the secret to Black Emelas, its power rained down as calamity. They foolishly tried to control it, but without the white glow, the black power cannot be governed. The Ark went mad; the sea overflowed. Once Alma had calmed the Ark, only high ground remained—Canaan was now an island chain. Alma saw that her followers, the Rehda, were safe, so she spread her wings, left her white form, and returned to the heavens."

WHITE TABULAS



How to Obtain: Found in a treasure chest in the Ruined City of Kishgal. All tabulas can be read by August in the Bar in Port Rimorge.

A tablet made of precious white Emelas. On the back side in ancient lettering is the following inscription:

"All appeared to be lost—however, this tale does not end with Canaan. The calamity's tidal wave visited even the distant shores of the gods. It is said many of them wished to return to the heavens, but that some left for new lands, taking Rehda and Tailless with them. We, the Canaan Rehda, choose to live on the islands to guard Alma's soul. I, too, will soon depart for the sacred lands, wrapped in white wings. My memories are distant, and only twilight is close. But I have no fears, for morning only comes after darkness. Reader, until the day tranquility returns to the seas of Canaan, I pray that Alma's blessings go with thee."

Bestiary

It's always best to enter battle with a good understanding of your foes. This bestiary contains everything you could ever want to know about the monsters you'll face in Ys: The Ark of Napshtim. Looking for stats? We've got 'em! Want to know where to find certain monsters? Look no further. However, if you're seeking strategies on how to beat these beasties, refer to our walkthrough. Detailed strategies for each monster are given in the location where you are most likely to encounter them.

Normal Monsters

Adamus



LOCATION(S): Quatera Woods
BASIC ATTACK(S): Body Attack
GOLD: 4
ITEMS: Emel x1; Titonuts

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	4	54	47	44	22	45
HARD MODE	4	92	47	44	22	45
NIGHTMARE MODE	4	124	47	44	22	45

Albholg



LOCATION(S): Quatera Woods, Alma's Trials 2F
GOLD: Body
ITEMS: 3
Emel x30

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	20	169	115	128	85	820
HARD MODE	20	169	115	128	85	820
NIGHTMARE MODE	20	169	115	128	85	820

Dropped by Seto. The Albholg has higher HP and gives much higher Exp. than the Bholg.

Archis



LOCATION(S): The Ruined City of Kishgal
BASIC ATTACK(S): Spinning Blades
GOLD: 227
ITEMS: Emel x800; Blue Potion

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	47	229	255	242	288	335
HARD MODE	47	389	255	242	288	335
NIGHTMARE MODE	47	527	255	242	288	335

Ato



LOCATION(S): Canaan Plains; Grana-Vallis Mountain
BASIC ATTACK(S): Claws
GOLD: 4
ITEMS: Emel x1

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	13	54	92	78	71	135
HARD MODE	13	92	92	78	71	135
NIGHTMARE MODE	13	124	92	78	71	135

Sometimes steals Adol's Emel.

Bholdom



LOCATION(S): Canaan Plains; Alma's Trials 1F
BASIC ATTACK(S): Body Attack
GOLD: 4
ITEMS: Emel x5; Honey

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	14	67	97	104	76	205
HARD MODE	14	114	97	104	76	205
NIGHTMARE MODE	14	154	97	104	76	205

Dropped by Seto.

Birandi



LOCATION(S): Limewater Cave, Alma's Trials 4F, Alma's Trials 5F
BASIC ATTACK(S): Magic Shots; Teleport
GOLD: 160
ITEMS: Emel x150; Herb

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	36	130	208	201	222	365
HARD MODE	36	221	208	201	222	365
NIGHTMARE MODE	36	299	208	201	222	365

Bholg



LOCATION(S): Quatera Woods
BASIC ATTACK(S): Body Attack
GOLD: 4
ITEMS: Emel x1; Titonuts

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	5	83	48	51	25	55
HARD MODE	5	141	48	51	25	55
NIGHTMARE MODE	5	191	48	51	25	55

Dropped by Seto.

Birandi (Mimic)



LOCATION(S): Limewater Cave, Alma's Trials 4F, Alma's Trials 5F
BASIC ATTACK(S): Sword Attack
GOLD: 180
ITEMS: Emel x150; HErb

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	38	273	217	241	158	385
HARD MODE	38	464	217	241	158	385
NIGHTMARE MODE	38	628	217	241	158	385

This form is visible when Adol does not have the Rainbow equipped.

Bholgillum



LOCATION(S): NW Quatera Woods, Alma's Trials 2F
BASIC ATTACK(S): Body Attack
GOLD: 20
ITEMS: Emel x30; Herb; Limurion Mushroo

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	28	152	153	170	173	285
HARD MODE	28	258	153	170	173	285
NIGHTMARE MODE	28	350	153	170	173	285

Dropped by Seto.

Black Dollon



LOCATION(S): Limewater Cave, Alma's Trials 4F
BASIC ATTACK(S): Body Attack (Random Effect)
GOLD: 170
ITEMS: Emel x30; Honey; Limurion Mushroom

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	37	133	198	216	117	375
HARD MODE	37	226	198	216	117	375
NIGHTMARE MODE	37	306	198	216	117	375

Blue Dolfon



LOCATION(S): Limewater Cave, Alma's Trials 3F
BASIC ATTACK(S): Body Attack (Slow)
GOLD: 18
ITEMS: Emel x30; Onoi Fruit

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	32	59	176	176	134	162
HARD MODE	32	100	176	176	134	162
NIGHTMARE MODE	32	136	176	176	134	162

Clarin



LOCATION(S): The Ruined City of Kishgal
BASIC ATTACK(S): Healing Balls of Light
GOLD: 125
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	45	313	233	250	140	227
HARD MODE	45	532	233	250	140	227
NIGHTMARE MODE	45	720	233	250	140	227

Normal: 9% chance the nearest monster recovers 100HP.
Hard: 15% chance the nearest monster recovers 100HP. If all monsters have full HP or are defeated, this monster releases the Super Armor.
Nightmare: 21% chance the nearest monster recovers 100HP. If all monsters have full HP or are defeated, this monster releases the Super Armor.
Adol can intercept the Healing balls and reap the healing benefits himself.

Bundaghar



LOCATION(S): Grana-Vallis Mountain
BASIC ATTACK(S): Self-destruct
GOLD: 3
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	16	36	121	75	53	660
HARD MODE	16	61	121	75	53	660
NIGHTMARE MODE	16	83	121	75	53	660

Dormen



LOCATION(S): Grana-Vallis Mountain; Alma's Trials 1F
BASIC ATTACK(S): Bite
GOLD: 20
ITEMS: Emel x5; Honey

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	19	81	127	111	100	195
HARD MODE	19	138	127	111	100	195
NIGHTMARE MODE	19	186	127	111	100	195

Cedolfon



LOCATION(S): Canaan Plains
BASIC ATTACK(S): Claws; Long-distance water shots
GOLD: 4
ITEMS: Emel x1; Titonuts

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	11	49	75	75	72	115
HARD MODE	11	83	75	75	72	115
NIGHTMARE MODE	11	113	75	75	72	115

Dumhead



LOCATION(S): Grana-Vallis Mountain
BASIC ATTACK(S): Attacks by throwing Bundaghars
GOLD: 20
ITEMS: Emel x5; Honey

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	16	73	106	102	102	165
HARD MODE	16	124	106	102	102	165
NIGHTMARE MODE	16	168	106	102	102	165

Gadoc



LOCATION(S): Ruins of Amnesia
BASIC ATTACK(S): Jump Stomp
GOLD: 20
ITEMS: Emel x5; Honey

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	22	90	142	137	94	225
HARD MODE	22	163	142	137	94	225
NIGHTMARE MODE	22	207	142	137	94	225

Ghargir



LOCATION(S): Mythos Path; Limewater Cave, Alma's Trials 4F, Alma's Trials 5F
BASIC ATTACK(S): Feelers
GOLD: 180
ITEMS: Emel x150; Wild Fowl Meat

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	38	193	217	203	157	385
HARD MODE	38	328	217	203	157	385
NIGHTMARE MODE	38	444	217	203	157	385

Appears in Mythos Path exit on Hard/Nightmare level only.

Gaposdhala Sprout



LOCATION(S): The Cross Road
BASIC ATTACK(S): Bite
GOLD: 20
ITEMS: Emel x5; Titonuts

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	-	-	-	-	-	-
HARD MODE	24	925	162	151	150	490
NIGHTMARE MODE	24	1251	162	151	150	490

This monster only appears in the Hard and Nightmare Difficulty levels.

Gila



LOCATION(S): Ruins of Amnesia
BASIC ATTACK(S): Magic Shots
GOLD: 20
ITEMS: Emel x30

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	24	80	151	146	125	245
HARD MODE	24	112	151	146	125	245
NIGHTMARE MODE	24	144	151	146	125	245

Gaetorif



LOCATION(S): Ruins of Amnesia
BASIC ATTACK(S): Row of Fire
GOLD: 20
ITEMS: Emel x30; Herb

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	24	48	141	99	102	245
HARD MODE	24	82	141	99	102	245
NIGHTMARE MODE	24	110	141	99	102	245

Gilcha



LOCATION(S): Mythos Path
BASIC ATTACK(S): Feelers
GOLD: 3
ITEMS: Emel x1; Titonuts

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	8	35	61	70	37	79
HARD MODE	8	60	61	70	37	79
NIGHTMARE MODE	8	81	61	70	37	79

Giron



LOCATION(S): The Ruined City of Kishgal
BASIC ATTACK(S): Magic Shots
GOLD: 210
ITEMS: Emel x150; Blue Potion

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	45	156	233	233	231	382
HARD MODE	45	265	233	233	231	382
NIGHTMARE MODE	45	359	233	233	231	382

Klimsaw



LOCATION(S): Grona-Vallis Mountain; Alma's Trials 1F
BASIC ATTACK(S): Throws Flower Boomerang
GOLD: 20
ITEMS: Emel x1; Titonuts

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	17	90	103	110	73	175
HARD MODE	17	163	103	110	73	175
NIGHTMARE MODE	17	207	103	110	73	175

Green Dollon



LOCATION(S): Limewater Cove, Alma's Trials 3F
BASIC ATTACK(S): Body Attack (Poison)
GOLD: 55
ITEMS: Emel x30; Kamio Flower

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	31	58	166	172	98	157
HARD MODE	31	99	166	172	98	157
NIGHTMARE MODE	31	133	166	172	98	157

Miggun



LOCATION(S): The Cave Lake (Orjugon Battle)
BASIC ATTACK(S): Self-Destruct
GOLD: 200
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	40	MAX	211	211	166	405
HARD MODE	40	MAX	211	211	166	405
NIGHTMARE MODE	40	MAX	211	211	166	405

MAX: Does not take damage from any type of attack. Only dies through self-destruction.

Klimfe



LOCATION(S): Canaan Plains; The Coast Road', Alma's Trials 2F
BASIC ATTACK(S): Leaf Blades
GOLD: 20
ITEMS: Emel x5; Honey

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	22	127	132	132	137	225
HARD MODE	22	217	132	132	137	225
NIGHTMARE MODE	22	292	132	132	137	225

Nabood



LOCATION(S): Limewater Cove, Alma's Trials 3F
BASIC ATTACK(S): Attacks by spitting out Sume.
GOLD: 120
ITEMS: Emel x30; Herb; Limonian Mushroom

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	32	84	176	202	166	325
HARD MODE	32	143	176	202	166	325
NIGHTMARE MODE	32	193	176	202	166	325

Nirva



LOCATION(S): Limewater Cove, Alma's Trials 4F, Alma's Trials 5F
BASIC ATTACK(S): Body Attack
GOLD: 170
ITEMS: Emel x150; Herb

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	37	66	209	205	153	375
HARD MODE	37	112	209	205	153	375
NIGHTMARE MODE	37	152	209	205	153	375

Oacha



LOCATION(S): The Ruined City of Kishgal
BASIC ATTACK(S): Self-destruct
GOLD: 260
ITEMS: Emel x800; Honey

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	46	79	255	168	189	465
HARD MODE	46	134	255	168	189	465
NIGHTMARE MODE	46	182	255	168	189	465

Seconds until self-destruct: 200 (Normal); 175 (Hard); 150 (Nightmare).

Piscket



LOCATION(S): Canaan Plains
BASIC ATTACK(S): Self-destructive Poison Stinger
GOLD: 2
ITEMS: Kamio Flower

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	12	30	98	79	66	125
HARD MODE	12	51	98	79	66	125
NIGHTMARE MODE	12	69	98	79	66	125

Appears in the Plains and also in the Sub-Boss Battles with Piana-Pius and Piana-Pullus.

Pyrus



LOCATION(S): Grona-Vallis Mountain; Alma's Trials 1F
BASIC ATTACK(S): Body Attack
GOLD: 20
ITEMS: Emel x5

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	16	73	106	98	102	165
HARD MODE	16	124	106	98	102	165
NIGHTMARE MODE	16	168	106	98	102	165

Qyia



LOCATION(S): Quatera Woods
BASIC ATTACK(S): Body Attack
GOLD: 2
ITEMS: Titonuts

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	1	42	33	20	11	15
HARD MODE	1	71	33	20	11	15
NIGHTMARE MODE	1	97	33	20	11	15

Red Dollon



LOCATION(S): Limewater Cove, Alma's Trials 3F, Alma's Trials 4F
BASIC ATTACK(S): Body Attack (Confusion)
GOLD: 60
ITEMS: Emel x30; Onoi Fruit

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	32	59	176	176	198	162
HARD MODE	32	100	176	176	198	162
NIGHTMARE MODE	32	136	176	176	198	162

Refua



LOCATION(S): Quatera Woods
BASIC ATTACK(S): Poisonous Spores
GOLD: 3
ITEMS: Emel x1; Honey; Kamio Flower

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	3	50	48	45	21	35
HARD MODE	3	85	48	45	21	35
NIGHTMARE MODE	3	115	48	45	21	35

Sarion



LOCATION(S): Ruins of Amnesia
BASIC ATTACK(S): Blades
GOLD: 20
ITEMS: Emel x5; Honey

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	23	93	151	151	97	235
HARD MODE	23	158	151	151	97	235
NIGHTMARE MODE	23	214	151	151	97	235

Ulmto



LOCATION(S): Canaan Plains; Grana-Vallis Mountain
BASIC ATTACK(S): Claws
GOLD: 4
ITEMS: Emel x1

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	13	54	92	78	70	135
HARD MODE	13	92	92	78	70	135
NIGHTMARE MODE	13	124	92	78	70	135

Sometimes steals Adol's gold.

Volberra



LOCATION(S): The Cave Lake, Alma's Trials 3F
BASIC ATTACK(S): Throws Boulders
GOLD: 180
ITEMS: Emel x150; Herb

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	38	193	217	203	196	385
HARD MODE	38	328	217	203	196	385
NIGHTMARE MODE	38	444	217	203	196	385

Romun Soldier



LOCATION(S): Imperial Romun Fleet
BASIC ATTACK(S): Spear Attack
GOLD: 210
ITEMS: Emel x150; Herb

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	41	145	216	216	252	415
HARD MODE	41	247	216	216	252	415
NIGHTMARE MODE	41	334	216	216	252	415

Seto



LOCATION(S): Quatera Woods, NW Quatera Woods, Canaan Plains
BASIC ATTACK(S): Does not attack; only drops Bhalg-type monsters.
GOLD: 4
ITEMS: Emel x1

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	13	64	92	92	71	135
HARD MODE	13	109	92	92	71	135
NIGHTMARE MODE	13	147	92	92	71	135

Drops Bhalg-type monsters.

Varion



LOCATION(S): The Ruined City of Kishgal
BASIC ATTACK(S): Buzz Saw
GOLD: 201
ITEMS: Emel x800; Wild Fowl Meat

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	44	183	229	237	226	374
HARD MODE	44	311	229	237	226	374
NIGHTMARE MODE	44	421	229	237	226	374

White Dollon



LOCATION(S): Limewater Cove, Alma's Trials 4F
BASIC ATTACK(S): Body Attack
GOLD: 170
ITEMS: Emel x1; Emel x150

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	37	133	191	220	153	375
HARD MODE	37	266	191	220	153	375
NIGHTMARE MODE	37	532	191	220	153	375

Rupenar



LOCATION(S): The Ruined City of Kishgal
BASIC ATTACK(S): Laser Beams
GOLD: 227
ITEMS: Emel x800; Wild Fowl Meat

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	47	162	251	260	147	335
HARD MODE	47	275	251	260	147	335
NIGHTMARE MODE	47	373	251	260	147	335

Sume



LOCATION(S): Limewater Cove, Alma's Trials 3F
BASIC ATTACK(S): Body Attack (poison)
GOLD: 18
ITEMS: 0

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	30	56	170	146	95	55
HARD MODE	30	95	170	146	95	55
NIGHTMARE MODE	30	129	170	146	95	55

Viadun



LOCATION(S): Ruins of Amnesia
BASIC ATTACK(S): Body Attack
GOLD: 20
ITEMS: Emel x5

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	25	198	145	145	105	254
HARD MODE	25	337	145	145	105	254
NIGHTMARE MODE	25	445	145	145	105	254

Yellow Dollon



LOCATION(S): Limewater Cove, Alma's Trials 3F, Alma's Trials 4F
BASIC ATTACK(S): Body Attack (Curse)
GOLD: 60
ITEMS: Emel x30; Oroi Fruit

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	32	59	176	176	102	162
HARD MODE	32	100	176	176	102	162
NIGHTMARE MODE	32	136	176	176	102	162

Yurefua



LOCATION(S): NW Quatera Woods, Alma's Trials 2F
BASIC ATTACK(S): Spores
GOLD: 20
ITEMS: Emel x30; Orai Fruit; Limunian Mushroom

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	28	152	158	158	173	285
HARD MODE	28	258	158	158	173	285
NIGHTMARE MODE	28	350	158	158	173	285

Zecross



LOCATION(S): Ruins of Amnesia
BASIC ATTACK(S): Laser Rings
GOLD: 20
ITEMS: Emel x30

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	25	99	156	167	105	254
HARD MODE	25	129	156	167	105	254
NIGHTMARE MODE	25	158	156	167	105	254

Zadrom



LOCATION(S): NW Quatera Woods, Limewater Cove
BASIC ATTACK(S): Water Shot
GOLD: 400
ITEMS: Emel x30; Orai Fruit; Limunian Mushroom

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	30	113	167	118	185	610
HARD MODE	30	192	167	118	185	610
NIGHTMARE MODE	30	260	167	118	185	610

Zenus



LOCATION(S): Ruins of Amnesia
BASIC ATTACK(S): Laser
GOLD: 40
ITEMS: Emel x30

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	22	63	144	154	115	450
HARD MODE	22	82	144	154	115	450
NIGHTMARE MODE	22	101	144	154	115	450

Zeparos



LOCATION(S): The Ruined City of Kishgal
BASIC ATTACK(S): Flamethrower
GOLD: 210
ITEMS: Emel x800; Herb

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	45	156	250	259	185	382
HARD MODE	45	265	250	259	185	382
NIGHTMARE MODE	45	359	250	259	185	382

Sub-Bosses

Deadolfon



LOCATION(S): Limewater Cove, Alma's Trials 5F
BASIC ATTACK(S): Green Magic Shots; Create Dollons
GOLD: 250
ITEMS: Emel x800

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	45	1773	246	233	186	10295
HARD MODE	48	3181	270	247	198	10974
NIGHTMARE MODE	48	4303	270	247	198	10974

Gaposahala



LOCATION(S): NW Quatera Woods, Alma's Trials 2F
BASIC ATTACK(S): Bite; Spits out eggs of various plant monsters.
GOLD: 150
ITEMS: Emel x30

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	30	1816	192	179	186	6901
HARD MODE	30	3087	192	179	186	6901
NIGHTMARE MODE	30	4177	192	179	186	6901

Ernst



LOCATION(S): The Ark of Napishtim
BASIC ATTACK(S): Sword Dash; Sword Swing; Spin Sword Attack; Homing Shots; Single Light Shot; Multiple Light Shots; Pillars of Light
GOLD: 53
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	50	2738	293	279	156	11426
HARD MODE	50	3505	288	279	156	11426
NIGHTMARE MODE	50	4504	288	279	156	11426

Geis



LOCATION(S): Mythos Path
BASIC ATTACK(S): Halberd
GOLD: 4
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	8	141	74	70	30	340
HARD MODE	8	240	74	70	30	340
NIGHTMARE MODE	8	324	74	70	30	340

Gaposasura



LOCATION(S): NW Quatera Woods, Alma's Trials 4F
BASIC ATTACK(S): Bite; Spits out eggs of various plant monsters.
GOLD: 240
ITEMS: Emel x800

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	44	2462	263	245	182	10069
HARD MODE	44	3640	268	255	194	10748
NIGHTMARE MODE	44	4680	268	255	194	10748

Jue



LOCATION(S): The Ark of Napishtim
BASIC ATTACK(S): Fire Shot; Triangle attack (with Sera and Xisa)
GOLD: 600
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	50	342	274	255	206	505
HARD MODE	50	581	271	255	206	505
NIGHTMARE MODE	50	787	271	255	206	505

Kishcarin



LOCATION(S): The Ruined City of Kishgal
BASIC ATTACK(S): Pounds Ground (causes boulders to fall)
GOLD: 44
ITEMS: Emel x800

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	45	2508	233	233	275	2573
HARD MODE	45	4264	233	233	275	2573
NIGHTMARE MODE	45	5768	233	233	275	2573

The second time you take on this Sub-Boss he's accompanied by Giron.

Majunun



LOCATION(S): Ruins of Amnesia
BASIC ATTACK(S): Shots of Light; Homing Laser; Winged Guardian Explosion Attack
GOLD: 400
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	60	7610	338	321	306	605
HARD MODE	60	8371	338	321	306	605
NIGHTMARE MODE	60	9132	338	321	306	605

In Hard mode, it uses a 5-directional laser. In Nightmare mode, it uses an 8-directional laser and has increased movement speed.

Noodolion



LOCATION(S): Limewater Cave, Alma's Trials 3F
BASIC ATTACK(S): Green Magic Shots; Create Dollons
GOLD: 200
ITEMS: Emel x30

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	40	1610	223	211	206	405
HARD MODE	40	2737	228	211	206	405
NIGHTMARE MODE	40	3703	228	211	206	405

Piana-Pius



LOCATION(S): Canaan Plains
BASIC ATTACK(S): Body Slam/Missiles/Summons Pockels
GOLD: 150
ITEMS: Emel x30

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	35	723	218	203	110	8032
HARD MODE	35	1064	226	203	110	8032
NIGHTMARE MODE	35	1526	226	203	110	8032

Piana-Pullus



LOCATION(S): Canaan Plains
BASIC ATTACK(S): Body Slam/Missiles/Summons Pockels
GOLD: 290
ITEMS: Emel x800

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	49	952	288	269	202	11200
HARD MODE	49	1400	296	269	202	11200
NIGHTMARE MODE	49	2009	296	269	202	11200

Sera



LOCATION(S): The Ark of Napishtim
BASIC ATTACK(S): Lightning bolt; Triangle attack (with Jue and Xisa)
GOLD: 600
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	50	407	271	255	205	505
HARD MODE	50	692	271	255	205	505
NIGHTMARE MODE	50	936	271	255	205	505

Xisa



LOCATION(S): The Ark of Napishtim
BASIC ATTACK(S): Balls of Light; Triangle attack (with Jue and Sera)
GOLD: 600
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	50	484	255	255	156	505
HARD MODE	50	823	255	255	156	505
NIGHTMARE MODE	50	1113	255	255	156	505

Bosses

Wandering Calamity Demi-Galba



LOCATION(S): Quatera Woods
BASIC ATTACK(S): Arms, Straight Fire Breath, Sweeping Fire Breath
GOLD: -
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	7	200	80	60	50	1697
HARD MODE	7	340	85	60	50	1697
NIGHTMARE MODE	7	480	85	60	50	1697

The Guardian of Cradles Ud-Meiyu



LOCATION(S): Ruins of Amnesia
BASIC ATTACK(S): Jump Stomp; Spin Legs
GOLD: -
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	27	800	165	175	50	6222
HARD MODE	27	1360	165	175	50	6222
NIGHTMARE MODE	27	1920	165	175	50	6222

In Hard and Nightmare mode, Ud-Meiyu fights with the help of Zenus stationed around the battlefield.

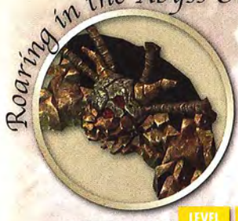
The Feather of Avarice Zonplas



LOCATION(S): Grana-Vallis Mountain
BASIC ATTACK(S): Pounds ground with claws; Scale Powder; Spits Pyrus Eggs
GOLD: -
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	21	800	145	150	50	4864
HARD MODE	21	1360	145	150	50	4864
NIGHTMARE MODE	21	1920	145	150	50	4864

Roaring in the Abyss Orjugan



LOCATION(S): The Cove Lake
BASIC ATTACK(S): Fires Miggun; Hand Pound; Hand Swipe; Laser Beam
GOLD: -
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	41	1200	240	235	50	9390
HARD MODE	41	1500	240	235	50	9390
NIGHTMARE MODE	41	1650	240	235	50	9390

Giant Toad from Deep Afroca Lanaluna



LOCATION(S): Imperial Romun Fleet
BASIC ATTACK(S): Tongue Whip; Poison Slime; Body Roll; Invisibility; Spits Gilcha/Gharigil/Pisckel (Hard and Nightmare Modes Only)
GOLD: -
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	42	2000	260	240	50	9616
HARD MODE	42	2500	263	239	50	9616
NIGHTMARE MODE	42	3000	263	239	50	9616

The Original Galbalan Galba-Roa



LOCATION(S): The Ark of Napishtim
BASIC ATTACK(S): Explosive Breath; Fire Centipede; Arm Attack; Tail Pound
GOLD: -
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	49	2000	290	280	50	87
HARD MODE	49	4000	317	280	50	87
NIGHTMARE MODE	49	6000	317	280	50	87



Napishtim (First Form)



LOCATION(S): The Ark of Napishtim
BASIC ATTACK(S): Laser Attack
GOLD: -
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	51	1000	300	300	50	11653
HARD MODE	51	1500	300	300	50	11653
NIGHTMARE MODE	51	2000	300	300	50	11653

Fights with Zeparos on the battlefield in Hard and Nightmare Modes.

Napishtim (Second Form)



LOCATION(S): The Ark of Napishtim
BASIC ATTACK(S): Laser (straight); Laser (area discharge); Magic shots (straight, white crystals); Magic shots (explosive, black crystals)
GOLD: -
ITEMS: -

	LEVEL	MAXHP	STR	DEF	LUCK	EXP
NORMAL MODE	51	5000	300	300	50	11653
HARD MODE	51	6250	303	300	50	11653
NIGHTMARE MODE	51	7500	303	300	50	11653

Part IV: Extras

This section deals provides extra data about *Ys: The Ark of the Napishtim*. Here you'll find interesting information about how to get through the game quickly, which levels the testers recommend for Adol and his swords when you take on certain monsters or enter certain events, the differences between the difficulty levels, etc. Read this chapter only if you are prepared to see some spoilers and other information that may compromise your game experience.

Recommended Levels and "Fast Track"

RECOMMENDED LEVELS

The following tables list the testers' recommended levels for both Adol and his sword(s) when taking on specific Bosses or entering new areas. Use these as guidelines when playing through the game or preparing to take on a Boss.

Note

With regards to the Sword level recommendation, the level listed should ideally apply to all of the Emelas swords in your possession at the time. However, if you don't have the Emel required to upgrade all of your swords to the recommended level at the same time, don't worry! First, check the walkthrough to find the recommended sword(s) for the next section of the game, then try to upgrade the sword(s) to the recommended level. Just remember to upgrade the rest when you have the time and Emel.



RECOMMENDED LEVEL BY LOCATIONS (FIRST VISIT)

LOCATION NAME	ADOL'S LV	SWORD LV
QUATERA WOODS	1	N/A
MYTHOS PATH	7	N/A
CANAAN PLAINS (FIRST HALF)	9	2
CANAAN PLAINS (SECOND HALF)	12	4
GRANA-VALLIS	15	5
RUINS OF AMNESIA	21	6
QUATERA WOODS (EAST)	27	7
LIMEWATER CAVE (FIRST HALF)	30	7
LIMEWATER CAVE (SECOND HALF)	35	8
THE ROMUN IMPERIAL FLEET	42	9
THE RUINED CITY KISHGAL	43	9
ARK OF NAPISHTIM	50	10

RECOMMENDED LEVELS FOR BOSSES

BOSS NAME	ADOL'S LV	SWORD LV
DEMI-GALBA	6	N/A
ZONPLAS	20	5
UD-MEIYU	26	6
GAPOSDHALA	29	7
PIANA-PIUS	34	8
NOODOLLON	39	8
ORJUGAN	40	8
LANALUNA	41	9
KISHCARIN	44	9
GALBA-ROA	48	10
ERNST	49	10
NAPISHTIM	50	10

Recommended Levels
Fast Track
Difficulty Variations
Stats & Equipment
Appendix

THE "FAST TRACK" THROUGH THE GAME

So, you want to blow through this game at the speed of light? Well, this section will tell you roughly how to do just that. The following outline list the order in which to visit each area and defeat each Boss. This path is essentially the same as our walkthrough, but without any of the backtracking for completing the Side-Quests or getting all of the items.


Priestesses' Room


Broken Suspension Bridge


Fountain of Prayer


Moonset Shore


Fight Demi-Galba at the Fountain of Prayer


Mythos Path


Port Rimorge


Canaan Plains


Grana-Vallis Mountain


Fight Zonplas at Grana-Vallis Mountain


Canaan Plains


Port Rimorge


Mythos Path


Ruins of Amnesia


Fight Ud-Meiyu at Ruins of Amnesia


Zemeth Sanctum


Ruins of Amnesia

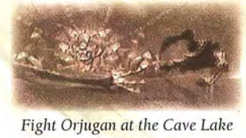

Mythos Path


Port Rimorge


Canaan Plains


Limewater Cave


The Cave Lake


Fight Orjugan at the Cave Lake


Sunrise Inlet


Port Rimorge


Ord's House


Mythos Path


Ruins of Amnesia


Zemeth Sanctum


Ruins of Amnesia


Mythos Path


Rehdan Village


Port Rimorge


Imperial Romun Fleet


Fight Lanaluna in the hold of the Imperial Romun Fleet


Port Rimorge


Ord's room


The Ruined City Kishgal


Ark of Napishtim

Difficulty Level Differences

When you start a game, you have a choice of difficulty levels. The first time through the game, you can choose between the Normal and Hard levels. Later on, you can open up the ultimate difficulty level—the Nightmare level. Of course, this raises the question, "What are the differences between the difficulty levels?" Good thing you asked. This section will tell you exactly what those differences are!

SYSTEM DIFFERENCES

These tables describe differences in how the game is played, including changes in requirements, how attacks affect Adol, etc.

Amount of Emel needed to raise the Emelas swords from Level 10 to Level 11

NORMAL:	100,000 Emel
HARD:	250,000 Emel
NIGHTMARE:	500,000 Emel

Amount of damage Adol takes from a normal attack

NORMAL:	x1
HARD:	x1.5
NIGHTMARE:	x2

Monster "Critical Hit" Percentage (i.e., the chance that a Monster will score a "Critical Hit" against Adol)

NORMAL:	4%
HARD:	6%
NIGHTMARE:	8%

Price of the Seed of Vitality (appears in Kevin's Store after the Suspension Bridge is repaired)

NORMAL:	20,000 Gold
HARD:	80,000 Gold
NIGHTMARE:	200,000 Gold

Chance that Adol will be affected by a Status Effect (when hit by an attack that normally causes a Status Effect)

NORMAL:	50%
HARD:	100%
NIGHTMARE:	100%

Maximum number of Items you can carry at one time

NORMAL:	9
HARD:	5
NIGHTMARE:	3

BOSS AND SUB-BOSS BATTLE CHANGES

These tables describe changes made in the various Sub-Boss and Boss battles in the game. Changes in HP and the other main stats are covered in the Bestiary. However, this section does cover variations in the monsters that accompany a Boss/Sub-Boss, as well as other details not included in the Bestiary.

Monster Guarding the Rear Exit of the Mythos Path

NORMAL:	Gilcha only
HARD:	Gilcha plus Ghargil x1
NIGHTMARE:	Gilcha plus Ghargil x2

Total number of eggs Zonplas can shoot in battle

NORMAL:	360
HARD:	320
NIGHTMARE:	280

Number of Monsters attacking Ur in Grana-Vallis Mountain

NORMAL:	Dormen x4
HARD:	Dormen x8
NIGHTMARE:	Dormen x12

Number of Monsters Blocking the Bridge Repair

NORMAL:	Gaposdhala Sprout x0
HARD:	Gaposdhala Sprout x1
NIGHTMARE:	Gaposdhala Sprout x2

Monsters accompanying Boss Ud-Meiyu

NORMAL:	No accompanying monsters
HARD:	Zenus x4
NIGHTMARE:	Zenus x6

Number of Nirva guarding the path to the second Spirit Monument in Limewater Cave

NORMAL:	None
HARD:	2
NIGHTMARE:	2

Number/Percentage of monsters Lanaluna spits out during battle

HARD:	When HP is less than half of Max HP, there is a 35% chance of it spitting out Pisckel x3, 35% chance of it spitting out Ghargil x1, and 35% chance of it spitting out Gilcha x4.
NIGHTMARE:	35% chance of it spitting out Pisckel x5, 35% chance of it spitting out Ghargil x3, 35% chance of it spitting out Gilcha x7

Changes in Lanaluna's attack method

NORMAL:	50% chance of poisonous attack
HARD:	60% chance of poisonous attack
NIGHTMARE:	60% chance of poisonous attack

Changes in the battle against the second Kishcarin

NORMAL:	Accompanied by Giron x2
HARD:	Accompanied by Giron x2 and unaffected by attacks with Ericcil
NIGHTMARE:	Accompanied by Giron x3 and unaffected by attacks with Ericcil

Changes in Galba-Roa's Speed

NORMAL:	6/60
HARD:	7/60
NIGHTMARE:	8/60

Strength of Napishtim (Control Machine)

NORMAL:	No change
HARD:	STR +55
NIGHTMARE:	STR +55

Number of items that appear after Ernst defeats Geis

NORMAL:	None
HARD:	Blue Potion x3
NIGHTMARE:	Blue Potion x3

Changes in Battle against Napitshtim

NORMAL:	None
HARD:	Accompanied by Zeparos x3 with corresponding attributes (fire, lightning, wind)
NIGHTMARE:	Accompanied by Zeparos x3 with corresponding attributes (fire, lightning, wind)

Damage Ratio during battle against Sub-Boss Majunun

NORMAL:	Damage Ratio 1.0 (default is 1.0)
HARD:	Damage Ratio 1.25 (default is 1.5)
NIGHTMARE:	Damage Ratio 1.5 (default is 2.0)

Adol's Stats and Equipment in Time Attack Mode

If you are a daring enough player to attempt taking on your favorite Bosses in Time Attack Mode, it's a good idea to enter the arena knowing what to expect. While the monsters haven't changed, there's a good chance that Adol's stats and equipment will differ from your experience playing through the game. The following lists detail Adol's level, equipment, accessories, and items for each specific Boss Battle. We've even included the seeds used to augment Adol's stats. With this information, you should have no problem setting up your battle strategy!

Note

Unless otherwise specified, the levels and items listed are in effect for all three difficulty levels.

BOSS: DEMI-GALBA

ADOL'S LEVEL	Lv6
SWORD LEVEL	-
EQUIPMENT	Long Sword,
ACCESSORIES	-
RECOVERY ITEM	Titonuts x 3
SEED(S) USED	-

BOSS: GAPOSDHALA

ADOL'S LEVEL	Lv29
SWORD LEVEL	Lv7
EQUIPMENT	Livart, Blirante, Ericcil, Kite Shiel, Breast Plate
ACCESSORIES	Runed Earring, Heavy Belt, Sylphen Boots
RECOVERY ITEM	Herb x 3
SEED(S) USED	Seed of Power x 1, Seed of Defense x 1

BOSS: GEIS

ADOL'S LEVEL	Lv9
SWORD LEVEL	Lv 1
EQUIPMENT	Livart, Buckler, Hard Leather
ACCESSORIES	Wooden Bracelet
RECOVERY ITEM	Titonuts x 3
SEED(S) USED	-

BOSS: PIANA-PIUS

ADOL'S LEVEL	Lv34
SWORD LEVEL	Lv8
EQUIPMENT	Livart, Blirante, Ericcil, Galba Shield, Galba Armor
ACCESSORIES	Silver Armlet, Heavy Belt, Sylphen Boots
RECOVERY ITEM	Wild Fowl Meat x 3
SEED(S) USED	Seed of Power x 1, Seed of Defense x 1

ZONPLAS

ADOL'S LEVEL	Lv20
SWORD LEVEL	Lv5
EQUIPMENT	Livart, Rehdan Shield, Bandit's Mail
ACCESSORIES	Wooden Bracelet
RECOVERY ITEM	Herb x 3
SEED(S) USED	-

BOSS: NOODOLLON

ADOL'S LEVEL	Lv39
SWORD LEVEL	Lv8
EQUIPMENT	Livart, Blirante, Ericcil, Galba Shield, Galba Armor
ACCESSORIES	Rainbow Fragment, Silver Armlet, Heavy Belt, Sylphen Boots
RECOVERY ITEM	Wild Fowl Meat x 3
SEED(S) USED	Seed of Power x 1, Seed of Defense x 2

BOSS: UD-MEIYU

ADOL'S LEVEL	Lv26
SWORD LEVEL	Lv6
EQUIPMENT	Livart, Blirante, Kite Shield, Bandit's Mail
ACCESSORIES	Wooden Bracelet, Heavy Belt, Sylphen Boots
RECOVERY ITEM	Herb x 3
SEED(S) USED	Seed of Defense x 1

BOSS: ORJUGAN

ADOL'S LEVEL	Lv40
SWORD LEVEL	Lv8
EQUIPMENT	Livart, Blirante, Ericcil, Galba Shield, Galba Armor
ACCESSORIES	Wooden Bracelet, Silver Armlet, Heavy Belt, Sylphen Boots
RECOVERY ITEM	Wild Fowl Meat x 3
SEED(S) USED	Seed of Power x 1, Seed of Defense x 2

BOSS: LANALUNA

ADOL'S LEVEL	Lv41
SWORD LEVEL	Lv9
EQUIPMENT	Livart, Blirante, Ericcil, Galba Shield, Galba Armor
ACCESSORIES	Wooden Bracelet, Silver Armlet, Heavy Belt, Sylphen Boots
RECOVERY ITEM	Blue Potion x 3
SEED(S) USED	Seed of Power x 2, Seed of Defense x 2

BOSS: GAPOSASURA

ADOL'S LEVEL	Lv43 (Normal), Lv47 (Hard/Nightmare)
SWORD LEVEL	Lv9
EQUIPMENT	Livart, Blirante, Ericcil, Galba Shield, Galba Armor
ACCESSORIES	Silver Armlet, Runed Earring, Heavy Belt, Sylphen Boots
RECOVERY ITEM	Blue Potion x 3
SEED(S) USED	Seed of Power x 2, Seed of Defense x 2

BOSS: KISHCARIN

ADOL'S LEVEL	Lv43
SWORD LEVEL	Lv9
EQUIPMENT	Livart, Blirante, Ericcil, Galba Shield, Galba Armor
ACCESSORIES	Wooden Bracelet, Silver Armlet, Heavy Belt, Sylphen Boots
RECOVERY ITEM	Blue Potion x 3
SEED(S) USED	Seed of Power x 2, Seed of Defense x 2

BOSS: DEADOLLON

ADOL'S LEVEL	Lv44 (Normal), Lv48 (Hard/Nightmare)
SWORD LEVEL	Lv9
EQUIPMENT	Livart, Blirante, Ericcil, Emelas Shield, Emelas Armor
ACCESSORIES	Rainbow Fragment, Silver Armlet, Emelas Crown, Heavy Belt, Sylphen Boots
RECOVERY ITEM	Blue Potion x 3
SEED(S) USED	Seed of Power x 2, Seed of Defense x 2

BOSS: PIANA-PULLUS

ADOL'S LEVEL	Lv48
SWORD LEVEL	Lv10
EQUIPMENT	Livart, Blirante, Ericcil, Emelas Shield, Emelas Armor
ACCESSORIES	Silver Armlet, Emelas Guards, Emelas Crown, Heavy Belt, Sylphen Boots
RECOVERY ITEM	Blue Potion x 3
SEED(S) USED	Seed of Vitality x 1, Seed of Power x 2, Seed of Defense x 2

BOSS: GALBA-ROA

ADOL'S LEVEL	Lv48
SWORD LEVEL	Lv10
EQUIPMENT	Livart, Blirante, Ericcil, Emelas Shield, Emelas Armor
ACCESSORIES	Emelas Glove, Emelas Guards, Emelas Crown, Heavy Belt, Sylphen Boots
RECOVERY ITEM	Blue Potion x 3
SEED(S) USED	Seed of Vitality x 1, Seed of Power x 2, Seed of Defense x 2

BOSS: ERNST

ADOL'S LEVEL	Lv49
SWORD LEVEL	Lv10
EQUIPMENT	Livart, Blirante, Ericcil, Emelas Shield, Emelas Armor
ACCESSORIES	Lucky Silver Coin, Emelas Glove, Emelas Guards, Emelas Crown, Galba Hand
RECOVERY ITEM	Blue Potion x 3
SEED(S) USED	Seed of Vitality x 1, Seed of Power x 3, Seed of Defense x 2

BOSS: NAPISHTIM

ADOL'S LEVEL	Lv50
SWORD LEVEL	Lv10
EQUIPMENT	Livart, Blirante, Ericcil, Emelas Shield, Emelas Armor
ACCESSORIES	Emelas Glove, Emelas Guards, Emelas Crown, Heavy Belt, Sylphen Boots
RECOVERY ITEM	Blue Potion x 3
SEED(S) USED	Seed of Vitality x 1, Seed of Power x 3, Seed of Defense x 2

BOSS: MAJUNUN

ADOL'S LEVEL	Lv60 (Normal), Lv59 (Hard), Lv58 (Nightmare)
SWORD LEVEL	Lv11
EQUIPMENT	Livart, Blirante, Ericcil, Emelas Shield, Emelas Armor
ACCESSORIES	Lucky Silver Coin, Emelas Glove, Emelas Guards, Emelas Crown, Galba Hand
RECOVERY ITEM	Capla Water x 3
SEED(S) USED	Seed of Vitality x 1, Seed of Power x 2, Seed of Defense x 2

Appendix: Alma's Trials

Once you obtain the Wing of Alma *in Grana-Vallis Mountain, you can start attempting the Trials at the bonus dungeon, Alma's Trials.*

Alma's Trials is a long-hidden dungeon constructed deep below Zemeth Island on the ocean's floor. To get there, you need to use the "Warp" function of the Wing of Alma. The dungeon is watched over by the fairy Crevia and contains five floors of "trials" filled with new puzzles and old monsters and Sub-Bosses—ones you've met on your journeys. You can only complete one trial at a time and only when the Wing of Alma gives you the signal by flashing with light. The rest of the time, lower levels of Alma's Trials are off limits.

The true challenge of the Trials depends largely upon when you decide to undertake them. Difficulty is at its greatest if you go as soon as the Wing of Alma flashes. At that point, you are unlikely to have much experience with the monsters residing on the level or the Sub-Boss waiting at the end of the floor.

However, since the Wing of Alma is programmed to flash when you enter certain dungeons, it is more likely that you'll be so overwhelmed with the desire to explore the new dungeon, that you'll forget all about the Wing of Alma and Alma's Trials. That's fine, too. It just means that you'll probably breeze through the trial when you do decide to take the time to play through.

The main reason to play through Alma's Trials is to obtain the prizes. If you complete the trial and clear the level, you have a choice between three different prizes: Experience Points, Gold, or Emel. Of the three, Emel is your best bet because of the amount needed to upgrade the three Emelas swords (and create the Emelas Armor!). Since there is a finite amount of things to buy in this game and getting Gold is pretty easy, taking the Gold prize is a waste of your time.



As for the Experience Points, leveling up isn't all that time-consuming. Besides, the amount of points you get as a prize is based on your level when you complete the trial—and there is a level cutoff point, too. So, for example, if you complete the first level, Corridor of the Trial, and Adol is at Lv20 when you reach the goal, choosing to take the Experience Points only raises you to the next level, Lv21. If you complete the first trial at any level above Lv21, you won't receive any Experience Points if you choose that option. Go with the Emel—you won't regret it!





Run for Daylight

Each time you complete a trial and reach the reward chests, you can choose one of three rewards—Gold, Emel, or experience. But you also have the option to select "I don't want anything." If you choose this reply after all five trials, Crevia gives you a Daylight Stone. When equipped in an Accessory Holder slot, a Daylight Stone gives Adol one free resurrection—that is, if you die, the stone completely restores Adol to his MaxHP.

Difficulty Levels

The differences between the difficulty levels in Alma's Trials are primarily limited to the number of monsters scheduled to appear in any one area and the inclusion of monsters that are invulnerable to certain swords. Basically, in any one room on the Hard or Nightmare level, you'll find at least one enemy (maybe more!) that you can only defeat with a specific sword. As a rule of thumb, if one sword doesn't inflict any damage, keep switching until you find one that does!

First Level: Corridor of Trial

The first Trial is easy enough to take on as soon as you pick up the Wing of Alma from its resting spot in the Grana-Vallis Mountain. At that point, you'll have met up with all of the monsters inhabiting this level and the EXP (in addition to the prize!) will come in handy before you take on Zonplas at the top of Grana-Vallis. Alternatively, you can come here after the battle with Zonplas when you'll be strong enough to just blow right through!

PRIZES

GOLD:	2,000
EMEL:	500

Experience Points: Below Level 19→19, 19→20, 20→21

No experience if Adol's level is 21 or higher. In Hard Mode, leveling up stats are lowered by 1 and in Nightmare Mode by 2.

MONSTERS

Bholdom



Dormen



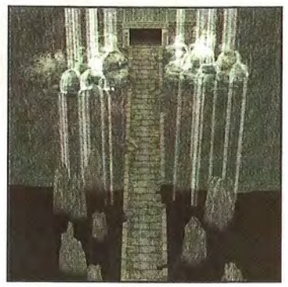
Klimsaw



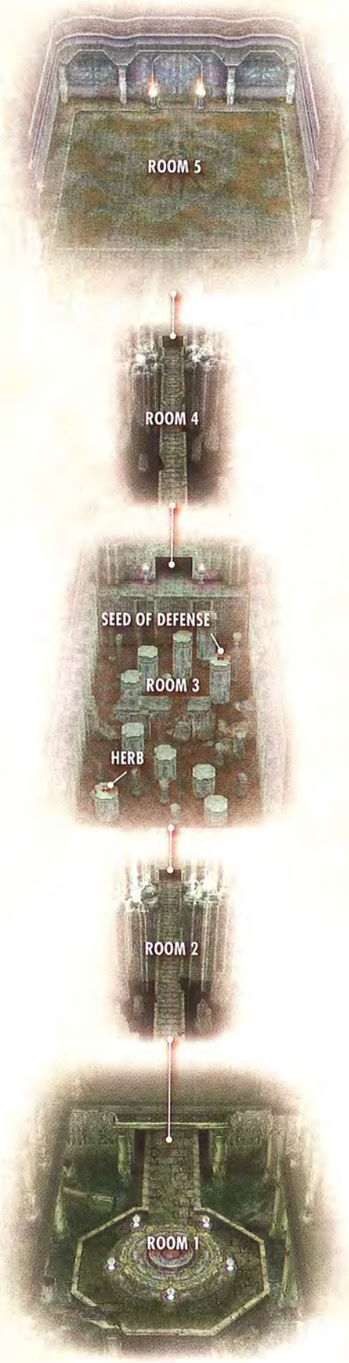
Pyrus



The Corridor of Trial is a good introduction to the format of the Alma's Trials dungeon. Inside, you'll find puzzle or combat rooms connected by long monster-filled corridors. To complete the level, you must defeat all of the monsters in the final chamber. Sometimes you'll find a Sub-Boss and other times, like in the Corridor of Trial, you'll find a group of a difficult normal monsters.



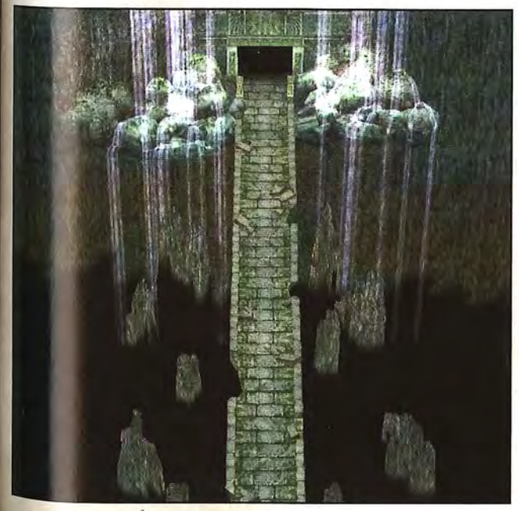
To clear this level, head due north from the entrance through a corridor filled with Pyrus. Take them on as you make your way down the corridor. Don't worry, they can't push you off the bridge.



In the main chamber (**Room 3** on our map), you'll come to a room filled with broken pillars of varying sizes. The object is to travel from one pillar to the next, from the entrance on the low side to the exit on the high side. Grab the **Herb** from the treasure chest on the first pillar. Then, once you pass the center of the room, you have the opportunity to Dash-jump over to a pillar containing another treasure chest. Inside the treasure chest is a **Seed of Defense**. Since there's nothing dangerous about the room once you defeat the Dormen (12-Normal, 14-Hard, 16-Nightmare) and Pyrus (6-Normal, 8-Hard, 10-Nightmare) pests, go ahead and attempt the jump. The treasure is worth it!



Once you reach the exit, head out into another monster-filled corridor and fight your way to the entrance of the "Boss" chamber. Here you must defeat a group of Klimsaw (6-Normal, 8-Hard, 10-Nightmare), and then a group of Pyrus (10-Normal, 12-Hard, 14-Nightmare). If you are suitably armored and you are used to fighting these monsters, this battle should be pretty easy to win.



Both Klimsaws and Pyrus are found in the Grana-Vallis Mountain dungeon, so you should be able to dispatch both armies with ease. Wait for the Klimsaws to start spinning their flowered lids before striking, and dodge the Pyrus' painful body blows as they start to make their dives.



When the room is clear of enemies, the doors open and you can make your way to the goal and your choice of one of three prizes.



Second Level: Corridor of Resolve

This trial opens up once you enter the Ruins of Amnesia. You can choose to take on the trial at the time the Wing flashes or wait until after you've defeated Ud-Miyu. We strongly suggest that you wait. The Boss of this trial is none other than Gaposdhala, a Sub-Boss you encounter in the NW Quatera Woods. You should be at Lv29 when you take Gaposdhala on then, and it follows that you should be around that level when you challenge the beast in Alma's Trials.

PRIZES

GOLD:	5,000
EMEL:	2,000

Experience Points: Below Level 25→25, 25→26, 26→26

No experience if Adol's level is 27 or higher. In Hard Mode leveling up stats are lowered by 1 and in Nightmare Mode by 2.

MONSTERS

Albholg



Bholgillum



Gaposdhala



Klimfe

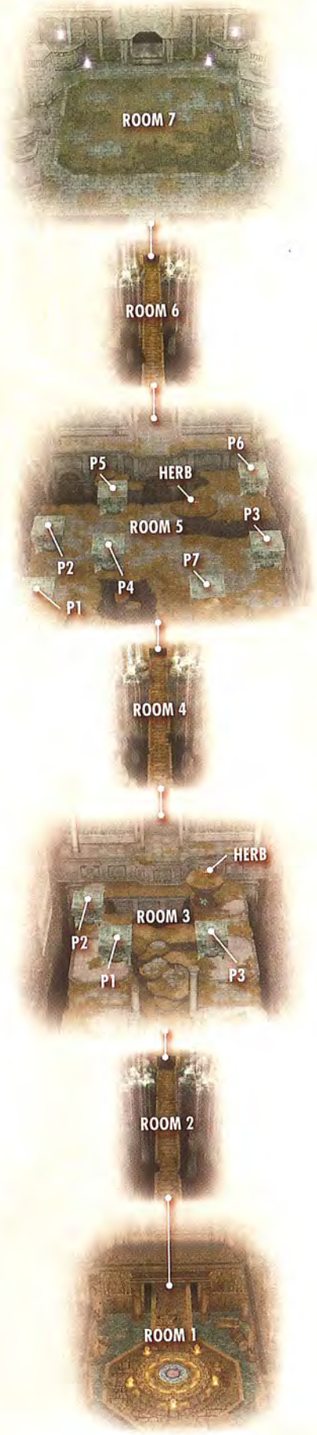


Yurefua



The second level adds a room, a new type of puzzle, and an actual Boss to the Trial equation. To complete this level, you must solve two puzzles and take on a Sub-Boss level monster that appears in the game. If you're smart, you'll wait until after you've taken on that Sub-Boss before you attempt this Trial. Of course, if you're brave, you'll let this be your first battle. Whatever your choice, make sure that you have the Runed Earring in your possession or a full complement of Oroi Fruit. Confusion is a major concern in this Trial.

From the entrance, make your way down the corridor past the Klimfe and Albholg. These are easy foes in comparison to the guardians of the second and third corridors!



In Room 3, you encounter the first of many moving platform puzzles. The idea is to travel across the room to the exit using these moving platforms. Figure out the proper order to ride the platforms.



Puzzle Reset

If you get stuck or stymied in one of the moving block puzzles, just exit the room to reset the puzzle to its starting position.

Each platform moves in a single direction as marked by the arrow on its top. The platform continues in that direction until it reaches the end of the room or runs into something. To get to the exit of Room 3, take platforms 1 and 2 (labled as **P1**, **P2**, etc. on our map). If you want to get the **Herb** in the treasure chest on the rock in the NE corner of the room, take platform 3.

Yurefua and Bholgilum guard the next two corridors. Use the Runed Earring to protect Adol from the possibility of Confusion. This makes the trip from room to room much easier and quicker.

Room 5 features a more complicated moving platform puzzle. First, ride platform 7 to get the **Herb** from the treasure chest on the rocky pedestal. Leave the room to restore the platforms to their original order, and then begin the trek to the exit. Basically, you need to ride platforms 1-6 in order. Platform 6 takes you right to the ledge with the exit.



Another toxic corridor and then you're at the Boss' Chamber. Before you enter, heal yourself and make sure that you have the Herb equipped in the Tool slot. If you've already fought Gaposdhala, then you know what you're in for. If you haven't, check out the strategies under that section of the walkthrough for NW Quatera Woods.



The main difference here is that you won't be able to knock the eggs the Boss spits out into the water and out of your way. Instead, you'll have to contend with the monsters that hatch. If you're careful, you can encourage Gaposdhala to spit its eggs into one or two main areas, and then stay away from them. Speed is the name of the game in this battle. The faster you defeat Gaposdhala, the less time you have to spend with its babies!

Once you've defeated the Boss, all of the hatchlings disappear leaving lots of little dropped items around the battlefield. Gather as much as you can, then head north to the goal and your prize!

Third Level: Corridor Underwater

The third trial, the Corridor Underwater, wins the award for the most challenging puzzle. The Wave Room (Room 3) is intense! To balance that room out, the Boss in this Trial is the gentle Noodollon. Depending upon when in the Limewater Cave quest you decided to stop and head the call of the Wing of Alma, you may or may not have taken on this gigantic Dollon. Don't fret if you haven't. As long as you are around the recommended level, you should be fine!

PRIZES

GOLD:	20,000
EMEL:	10,000

Experience Points: Below Level 36→36, 36→37, 37→38

No experience if Adol's level is 38 or higher. In Hard Mode leveling up stats are lowered by 1 and in Nightmare Mode by 2.

MONSTERS

Blue Dollon



Green Dollon



Nabood



Noodollon



Red Dollon

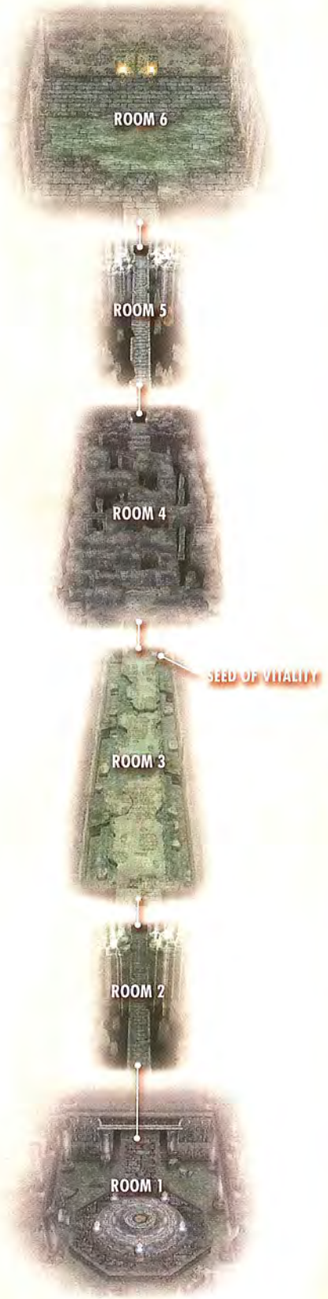


Volberra



Yellow Dollon







As you can see from the list of monsters, Corridor Underwater is full of Dollons. As long as you're stocked up on status-effect-curing items or status-effect-preventing accessories, all you have to worry about is slaying these slimes.

Head north from the entrance, through the first corridor, and into Room 3, the Wave Room. As you quickly learn, this room is routinely soaked by a wave that runs from the north wall to the south. The strength of the wave is enough to knock Adol off his feet and carry him back to the start. Obviously, your goal is to find places where Adol is safe from the current!

First things first… The waves come in series of two. The first wave rolls by with the second one starting shortly after the other one ends. Then you have a longer interval, roughly twice as long as the interval between the first and second waves, before the next set arrives. Don't start trying to make your way across the room until you get the timing of the waves down! You need to move during the long interval and stay put during the short one. If you don't stop to get the **Seed of Vitality** on the platform in the NE corner of the room, you can get to the exit in about five moves.

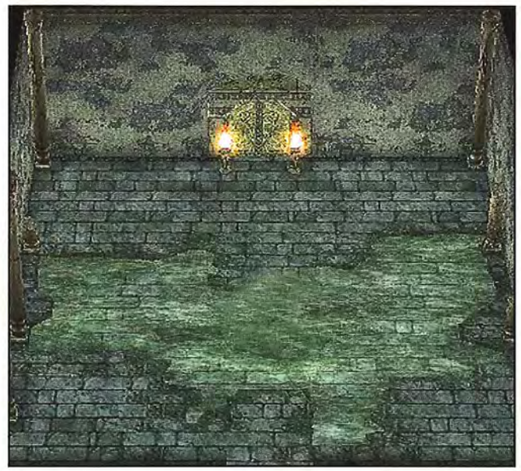
The first two safe spots are pretty easy to find. The first is halfway up the first uninterrupted block of flooring on the right hand side. Look for the three blocks of flooring in a column and wedge Adol in the gap between the first block and the long piece of flooring. If you are anywhere in that gap between the strip of floor and the blocks, you'll end up there anyway. The second safe spot is at the end of that first long strip of flooring. You have just enough time in the long interval to make it there safely.

Next, make a short dash to the top of the small piece of flooring along the east wall. After the next set of waves go by, race up along the wall and jump from a section of floor up to the second platform. (If you are really quick and nimble, you can cross the room by running from platform to platform. They are just the right height to keep Adol safe from the rushing water!) If you're going to try to get the **Seed of Vitality**, make a Dash-jump from this second platform to the one the treasure chest rests upon. Again, be smart and time your attempts to correspond with the longer interval between waves. This way if your jump falls short, you have the time to get to a place of safety before the next wave hits!

From the treasure chest platform, you can easily jump down into the exit during the long interval between waves. If you choose to bypass the treasure chest, head for the gap between the second and third strips of flooring, then head left and wedge yourself between the west wall and the block located at roughly the middle of the third stretch of flooring. From there, it's just a quick hop and skip through the exit.

Fortunately, Room 4 is much less complicated. Using the Gratios Talisman to allow you to travel underwater, follow the map provided through the underwater maze. The boulder-tossing Volberra make the trip eventful; but hopefully not too deadly! Keep in mind that Adol's speed drops whenever he travels underwater, and don't put yourself in a position where you'd have to run for your life.

After another Dollon-filled corridor, it's time to take on the Boss. The Noodollon is a large, Dollon-producing, jellyfish-like monster. If this is your first time facing this gentle beast, look for battle strategies back in the Limewater Cave, Second Half section of the walkthrough.



If you've fought this monster before, then you know what to do. The Noodollon is one of the easiest of the Sub-Bosses. His main attacks are spirals of green bubbles and bursts of new Dollons. If you can keep away from the Dollons and focus on blasting the Noodollon with Sword Magic and blistering sword combos, you can defeat this beast in no time. With the Noodollon's death comes the immediate disappearance of any Dollons it spawned. Grab the Emel and other dropped items, then head to the goal. Three trials down, two more to go!

Fourth Level: Corridor of Hope

The Corridor of Hope is perhaps the longest of the five trials. It features two rooms with moving platform puzzles, along with two rooms, in addition to the Boss Chamber, where you must defeat all of the monsters present to continue. Fortunately, all of the standard monsters in this Trial are repeats from the Limewater Caves. The Boss is the harder version of the Gaposdhala from the second Trial, a beast named Gaposasura.

PRIZES

GOLD:	30,000
EMEL:	50,000

Experience Points: Below Level 40→40, 40→41, 41→42

No experience if Adol's level is 42 or higher. In Hard Mode leveling up stats are lowered by 1 and in Nightmare Mode by 2.

MONSTERS

Birandi



Birandi (Mimic)



Black Dollon



Gaposasura



Ghargil



Nirva



Red Dollon



White Dollon



Yellow Dollon

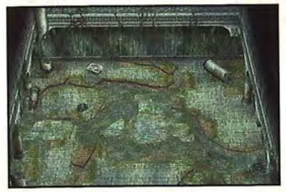


From the entrance, head north through a corridor filled with Dollons. Defeat them as you make your way across the bridge, being sure to grab the Emel they drop. This is a great place to harvest Emel, so take full advantage of it!

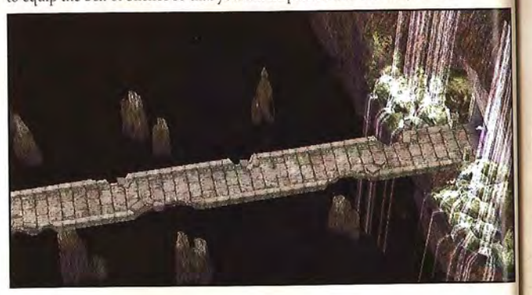


Room 3 is the central chamber in this Trial. You must ride the moving platforms to unblock the exit on the north wall. Later on, you'll breeze through this room as you travel from the east door to the west on your way to the Boss Chamber. To unblock the north door, as this is the task at hand, ride on platforms 1-3 (marked as **P1**, **P2**, **P3**, etc. on our map) until you come to a dead end. Hop off the third platform and run over to the east wall to platform 4. Take platform 4 to platform 1, then ride 1 to 2 and 2 to 5. Grab the **Blue Potion** out of the treasure chest and hop onto platform 6. Ride 6 to 7 and, when it stops, hop off and exit the room through the door you've just unblocked.

Ghargils join the Black and White Dollons in the next corridor. Slay them all for more Emel and the chance to stock up on Wild Fowl Meat. Then heal yourself and enter Room 5. Here you have to defeat a room full of monsters before you can continue on your way. In this room, the monsters consist of a large group of Birandi (10-Normal, 12-Hard, 14-Nightmare).

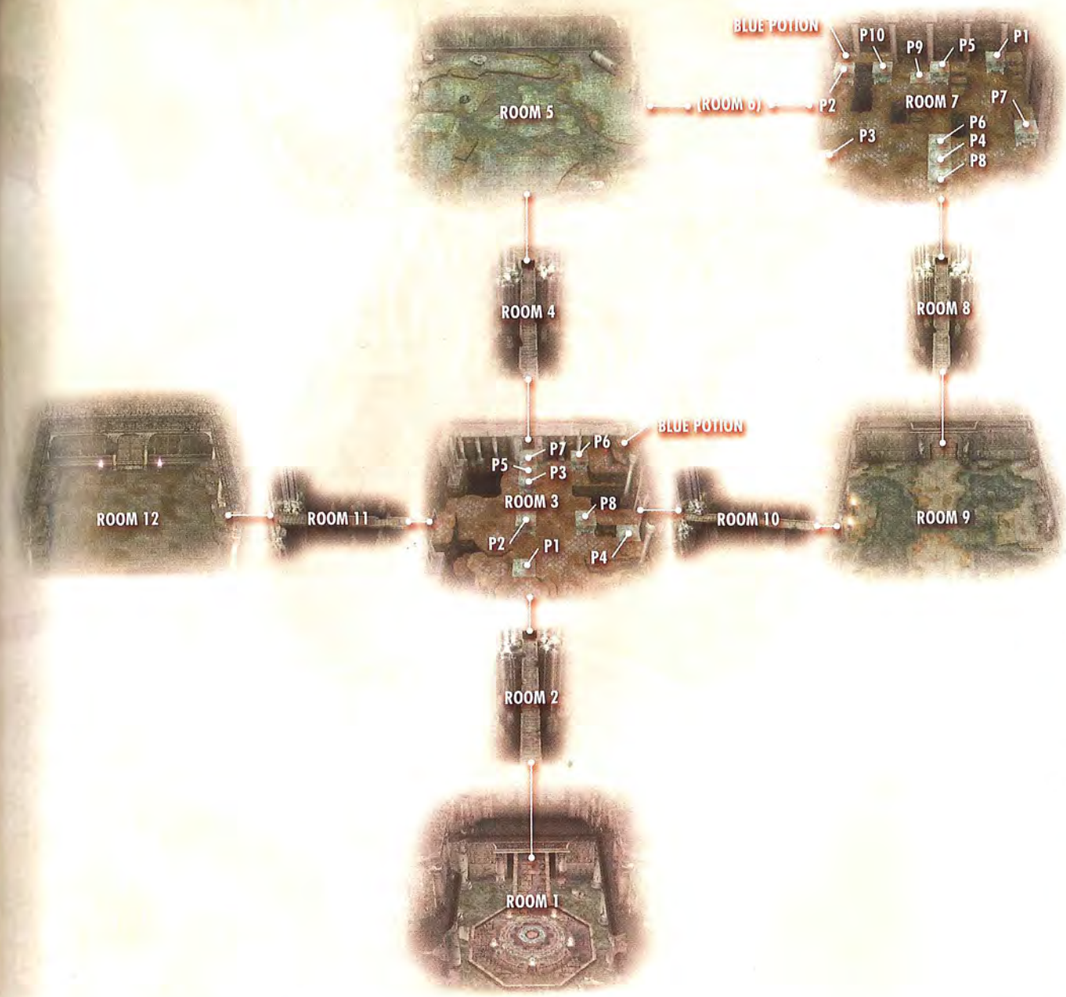


Once you dispatch the Birandi, head east through a corridor full of Nirva. Be sure to equip the Bell of Silence so that you can dispatch these beasties, as well.





Room 7 is another moving platforms room. Refer to our map for this room and ride the platforms in the following order. First, you're only going to use platforms 1-8—the others, 9 and 10, are only there to confuse you. Ride platform 1 to the platform in the NW corner of the room and grab the **Blue Potion** from the treasure chest.



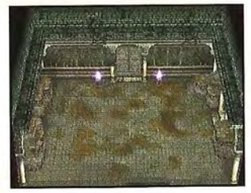
Then hop of platform 2 and ride 3 and 4 in order. When platform 4 stops, hop off and race over to the rocky stairs leading to platform 5. Ride 5 to 6, then hop down when 6 comes to a stop next to platform 2. Next, head over to the east wall and climb the steps to platform 7. Ride it to platform 5 in the middle of the room and ride 5 to 8. When platform 8 comes to a stop, jump down and exit the room through the door you just opened up in the south wall.



After clearing another corridor of monsters, it's time to take on the second "kill all monsters" room. This time, you face a mixed party of Ghargils and Birindi (8 Birindi and 6/8/10 Gharghil, based on your difficulty level). Lightning or Maelstrom Sword Magic comes in very handy here!

Leave Room 9 through the exit to the west and, after clearing a corridor of Black Dollon, ride platform 8 from the east side of Room 3 to the west, and head out into the final corridor before the Boss Chamber. You get to stomp Ghargil this time, so hope that they drop a lot of Wild Fowl Meat for you to equip as your Tool for the Boss battle.

Before clearing the Corridor of Hope, you must conquer Gaposasura. You should have faced this monster already in the NW Quatera Woods. If you haven't, flip back in the walkthrough to that section on the Ruined City of Kishgal and read through the strategies there for tips on how to defeat Gaposasura.



Basically, this Boss is just a pumped up version of Gaposdhala. Unload all three forms of Sword Magic on it and use your favorite sword to finish it off. Lightning Sword Magic is great here because it can take out any monsters the Gaposasura has spawned during the battle! When you've slain this Boss, head out to the goal and claim your prize!

Fifth Level: Corridor of Eternity

Crevia is both pleased and scared when she allows you to enter the fifth and final trial. On the one hand, you are the first warrior who stands a real chance of clearing the trial. On the other hand, the challenge ahead is difficult and she fears that even you won't leave it alive.

PRIZES

GOLD:	50,000
EMEL:	100,000

Experience Points: Below Level 49→49, 49→50, 50→51

No experience if Adol's level is 51 or higher. In Hard Mode leveling up stats are lowered by 1 and in Nightmare Mode by 2.

MONSTERS

Birandi



Birandi (Mimic)



Deadollon



Ghargil

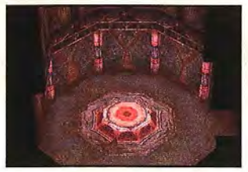


Nirva



If you enter this trial with all of the Emelas armor and accessories, and all of the Emelas swords at Lv10 (with maybe one at Lv11), you should have no problem clearing this level. The main hazards here are the lava in the main chamber and the first of the two Boss chambers. The lava does the standard amount of damage based on your difficulty level. Since better armor doesn't protect you from the molten rock, you must absorb the damage and try to stay out! As for the first Boss chamber, you're just going to have to wait a few minutes!

The basic structure of this floor is pretty simple: Turn on the switches in the three Emelas rooms around the perimeter of the main chamber. The order in which you visit the rooms is proscribed by the pedestals that rise out of the lava when you activate a switch. The halls of Corridor of Eternity are filled with Ghargil, Nirva, and Birandi—a lot of them, so be careful as you wade through them to the switch rooms and back.



Let's begin. From the main chamber, head to Room 5 (the only path open to you) and activate the red switch by stabbing its center with a Downward Thrust attack from the red Emelas sword, Blirante.



Head back to the main chamber and jump from pedestal to pedestal until you reach the exit in the NW corner of the room. It's the only new path available, so you can't miss it. Enter the chamber with the blue glowing switch and use Maelstrom magic to destroy the platform above. Incidentally, activating this switch has the added benefit of splintering the platform floating above the switch, thereby enabling you to grab the **Capla Water** from the treasure chest.



Return to the Main Chamber and, this time, hop across the newly risen pedestals to the exit in the SE corner of the room. This leads to the final switch room, filled with six yellow crystals. The main idea here is to destroy all of the crystals, but they reappear shortly after destruction, so you cannot try to destroy them individually.

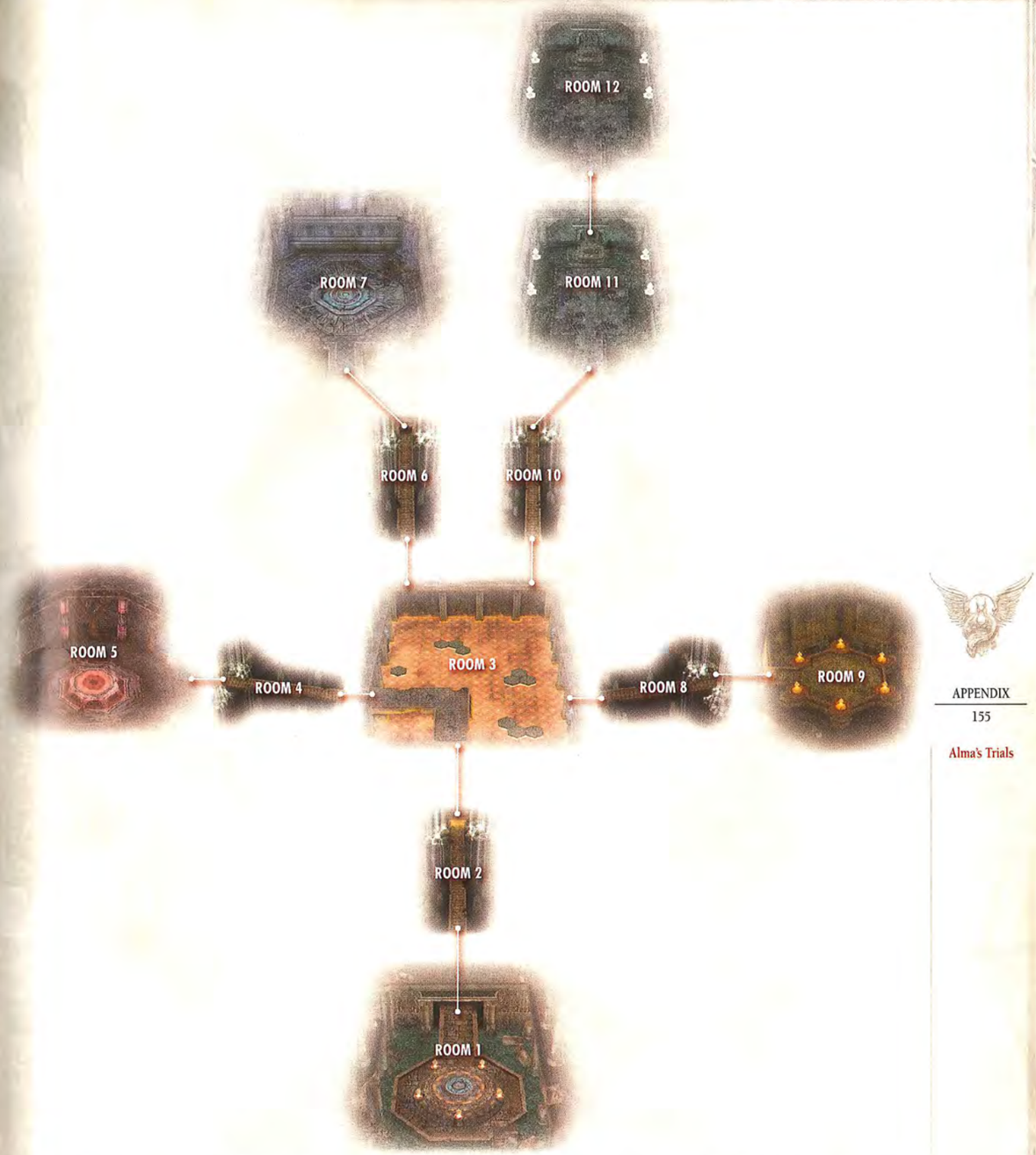


Instead, equip the golden Emelas sword, Ericcil and let loose with a blast of the Sword Magic, Lightning. This attack takes all of the crystals out at once, while activating the switch and causing the remaining pedestals to rise out of the lava in the Main Chamber.

Once you are back in the Main Chamber, you have a choice to make: you can either take the newly established path to the exit in the NE corner of the room and tackle the Bosses, or you can try to get the **Seed of Defense** hidden in the treasure chest in the center of the room. If you've mastered the Dash-jump, you can do the one on the way to the other; but if not, getting to that platform may take a couple of tries. To reach the treasure chest platform, Dash-jump from the pedestal to its right. The pedestal on the left of the treasure chest is too far away, so don't bother trying. When you're ready, make sure your health gauge is full and enter the first of two Boss rooms.



The first Boss room fills up with Ghargil as soon as the doors seal themselves. You're looking at 18 of them if you're playing on Normal and 20 and 22 if you are playing on Hard or Nightmare, respectively. Use Lightning or Maelstrom to take out large groups at a time.



If you have the Emelas Armor and matching accessories, you probably aren't going to take much damage, but those bugs are annoying! Once you clear the room of Ghargil, the Birandi appear. Now you have to defeat 16/18/20 Birandi before the battle comes to an end and the doors re-open. Again, not necessarily a dangerous battle, but an interesting one for sure!

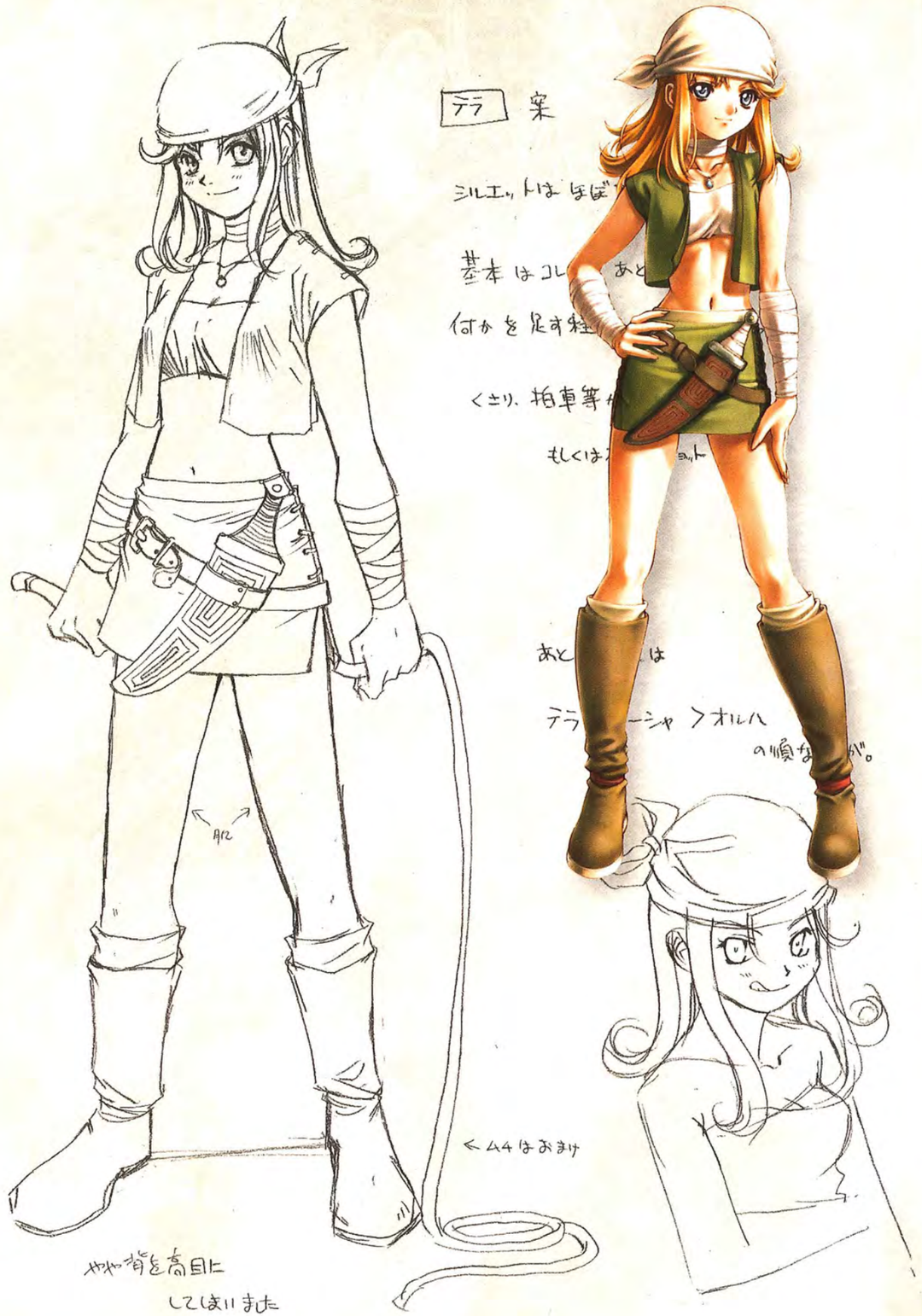
Once you've cleared the first Boss room, it's time to take on the Deadollon. If you've already returned to Limewater Cave to get the Emelas Guards, then you fought this King of the Dollons before. The same strategies apply in this battle. If you haven't tried to get the Emelas Guards yet, then the Deadollon is new to you. Basically, it's just a leveled up version of the Noodollon. It has the same attacks, creates the same ton of various colored Dollons, and is pretty easy to defeat. Just unleash all three varieties of Sword Magic, then finish it off with your strongest sword.

Once the Deadollon is, well… dead, you continue to the goal and the final prize. Take the 100,000 Emel. It instantly pays for a final upgrade for one of your swords, and you're going to need that when you take on the final Bosses in the game!

Ys Gallery


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